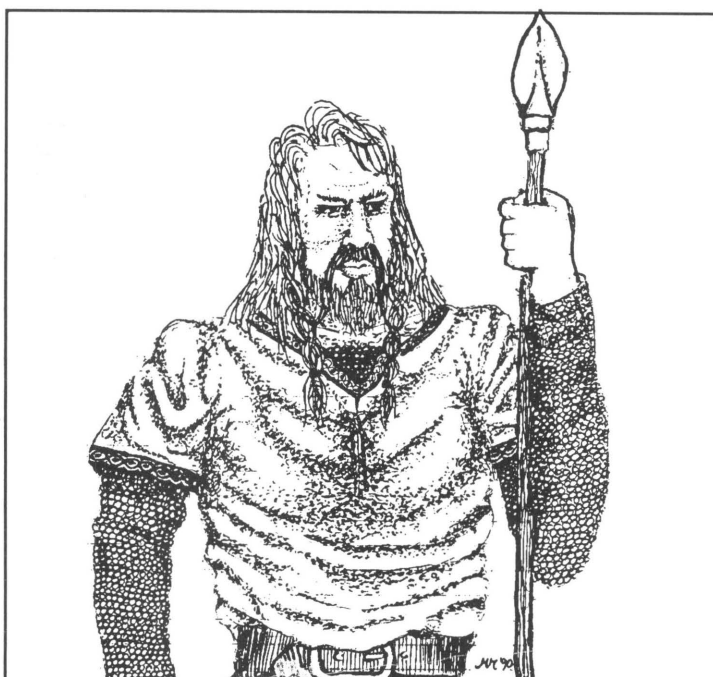


RÜS

Fantasy Role-Playing in Heathen Russia

RÜSTM



This edition of RUSTM centres upon life in the Northern reaches of Rus circa 900 AD and the coming of Christianity to that region

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PART OF THIS GAME WAS UNAVOIDABLE, SINCE A
REASONABLE RECREATION OF THESE TIMES WOULD
BE TOTALLY INCOMPLETE WITHOUT INCLUDING THE
EFFECT AND INFLUENCE THAT CHRISTIANITY HAS HAD
UPON THE RUSSIAN PEOPLE.. CONSEQUENTLY, THE IN-
CLUSION OF CHRISTIANITY IN THE BOOK SHOULD NOT
BE LOOKED UPON AS SACRILEGIOUS.

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Foreword

A whole lifetimes interest in history, religion, linguistics, folklore, role playing games, astrology and drawing, as well as a love for the Russian language were the motivating factors which enticed me to design a game which would tie together all of these skills to produce a game worthy of playing.

In producing a game set in olden Rus, there was a requirement to supply enough historical information to players and Arbitrators alike, so as to allow them to acquire the beguiling flavor of RUS^{lm}. This constitutes a reasonable portion of the game.

The folkloric, fantasy component of the game is intended to intermingle with classic Russian myth and history to create a fantasy game, with believable parameters.

In some ways RUS is living history, a mirror of the lives and thoughts of a people who inhabited that region of the earth in the 10th Century.

Where possible, I have tried to throw in a few Russian words, but to save going into the intricacies of their grammar system, many of these will have anglicized plural endings when found. This is most notable in the naming of the Professions. So my apologies to all of the avid Russian students out there.

In addition to this, I have had the back up of my wife, friends and brothers who should by rights have Phd's in Adventure gaming, each and every one of them. It is with their help that I have tempered some of my ideas.

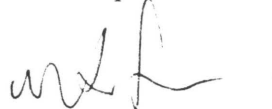
My wife, Donna, has been an invaluable aid to me during the twelve weeks that it took to write this game up and illustrate it, so a special thanks must go to her for her patience towards my round the clock working on the project.

Joe Caruso in conjunction with Damian Chapman and Spock are responsible for the designing of the abilities and combat tables for the game and I wrote the descriptions pertaining to these sections. Joe wrote the sections regarding the Bogatyr's, Zhuliks and Warriors with historical guidance from myself. Joe also has been responsible for the graphic design, editing and layout for this game, in conjunction with myself. Damian, Greg and Spock have been employed as trouble shooters at various times, when things just seemed to go horribly

wrong. All in all, the friendship that we have had amongst each other, even since our early school years, have served us well and allowed us to form up into a highly productive working team, capable of turning out what we think is a quality product in next to record time. So this work is in the very least, a testimony to friendships that go back a long way.

Anyhow, read and enjoy!

Mark Chapman



Introduction

The game RUStm is historically set in the lands of Northern Rus during the 10th Century A.D. The Rus expansion set, which is soon to be released, concentrates heavily upon the predominantly Christian southern latitudes. Every attempt has been made to try and introduce the history and flavor of Mediaeval Rus in a realistic fashion, but tainted with the sense of high adventure contained within the Russian folk tales.

RUStm is essentially set in the fantastic world of the Sorcerers, Volkhvy, Bogatyr's and Warriors of the Skazki and recreates the lives of these legendary heroes and villains who lived in Rus.

RUStm allows players to relive the lives and deaths of normal folk and the deeds of those hapless unknown heroes who met their deaths deep out on the Taiga, fighting dragons or trying to cleanse Mother Rus from the evil sorceries of Arch-Mages.

The true religious culture of heathen Russia can only be hinted at, since without writings, their rituals and gods died, as they themselves perished at the hand of beasts, famine, disease, invaders, sorceries and Christian Zealots, until today when there is only the most rudimentary level of oral traditions that has miraculously survived the catastrophic purges, invasions and famines that have dominated the history of the Russian people over the last one thousand years or more.

In RUStm, players generate characters using the RUStm game system. Players control those characters to react with all the situations presented by the Arbitrator. In RUStm what a character can participate in and achieve is only limited by the game guidelines, their god-given abilities and their imagination. You can be a Bogatyr riding the length and breadth of this vast land, vanquishing evil. You can be a Volkhv using the magical powers of the elemental spirits to battle your foes. It's all up to you.

Dice

Perhaps the most alluring of all things about role playing games such as RUStm, is that players and Arbitrators may never fully know what fated actions will occur during the sequence of play, because a good deal of it is resolved on the spot by means of rolled die. Things such as randomly generated characters, beasts, magicked

objects, combat, weather and just about anything else in the game for that matter, all hinge upon the outcome of die rolls. In this way, play may often drift with the fortune of the die rolls and many strange twists and turns in events will happen, seemingly out of the blue. It is this degree of unpredictability that draws people to games of this genre.

In RUStm, the players and the Arbitrator need only make use of the regular six sided dice that we have all become accustomed to from our earliest years, the twelve sided dice and the twenty sided dice. The six sided dice will often be referred to as a Dc6, the twelve sided dice as the Dc12 and a twenty sided dice as a Dc20. The twenty sided dice can be expected to see much service in the game, for it is instrumental in the resolution of personal hand to hand combat, missile volleys and physical survival rolls, just to name but a few things. Even before an Arbitrator begins to design adventures, he will have to prepare his twenty sided dice for use. The Dc20 has two sets of numbers printed upon it all together and they both range from 1 through to 0. One set of these numbers should be colored in, or highlighted, with a texta or other felt-tipped marker. This colored set will be known as the teens and will be indicative of numbers ranging from 11 through to 20. The uncolored set of numbers will be treated as numbers from one to ten. "0" on the uncolored set means 10 and "0" on the coloured set means 20.

Directions regarding the type of rolls that may be required in given situations will be listed in various format types.

1. 1 Dc6 This means 1 roll of the six sided dice

2 Dc6 This means 2 rolls of the six sided dice

This applies to the Dc12 and Dc20 also.

2. 1 Dc6 +4 This would mean roll the six sided dice once and then add 4 to the figure that resulted from the roll. For instance, the Arbitrator is rolling for a character's *Agility*. He rolls Dc6 once and gets a 4. He must then add 4 to that and so the overall result will be $4 + 4 = 8$. The character has an *Agility* of 8.

3. Percentile roll. When this type of roll is called for, the player or Arbitrator should roll the Dc20 twice. On these percentile die rolls, the coloured set should be ignored and simply treated as the indicated value. The

roller reads the first number, which will become the 10's and the second roll will be the units i.e a percentile roll is made and the result is an 8 and a 4. The overall number is 84. For the random generation of numbers higher than 20 and less than 100 a percentile die roll is always used. If there is a table with, say, 58 options on it, only a percentile roll may be done. Any numbers rolled above that 58 should be ignored and the roller should persist at rolling the percentile until he has randomly generated a number that falls within the prescribed range.

As a rule of thumb, a player or Arbitrator may be asked to roll a specific number, less than a specific number or more than a listed number. Combat, for example, will always require a person to roll a specific number or better in order to strike a blow upon an opponent. In most cases the parameters and stipulations for a given type of die roll will always be outlined in this book where necessary.

It is totally up to the Arbitrator whether he or she will allow players to roll all their combat or survival rolls out in the open for all to see. There are some draw backs in allowing this to occur during the normal sequence of play.

Firstly, a player's character that has been performing intelligently and exceptionally well during the course of the nights game and who has been struck a blow sufficient to kill him or her, may be subject to a reprieve by the Arbitrator and saved from getting the chop. When such situations occur in front of the other players, it may create sticky situations regarding the justice of such judgements. If done secretly by the Arbitrator, such a death dealing blow could easily be reduced in severity, so as to give the character one more chance at life.

The next important fact is that characters will soon become intimately familiar with the numbers that they will be required to roll to make a hit on their adversaries. If players possess magicked objects but do not realize this to be the case, they will soon begin to guess straight away if their numbers or combat roll calculations don't match up, or are amiss somewhere. In any event, it is wholly up to the Arbitrator how he wants to run his or her own adventures.

Happy rolling !

Equipment to play RUStm.

There are a few items required to play RUS.

1. Paper (preferably graph paper) - for mapping
2. Pencils, pens, highlighters
3. 6 sided dice, 10 sided dice, 12 sided dice, 20 sided dice, and a percentile dice (to generate 1-100)
4. A wild imagination
5. A good map of olden Russia, if possible. Otherwise a map of the modern day Soviet Union will suffice.

The above equipment is required in order to make playing RUStm easier and more enjoyable. Mapping is an important part of the game, whether in the wilderness, in a city or even in a subterranean scenario. If you have not mapped a trail, valuable time could be lost.

Character generation flow chart

1. Roll *Strength, Stamina, Agility, Appeal, Intellect, Mental Strength* and *Status*. *Status* may be worked out by rolling 1 Dc10 and the remainder of the character's attributes may be determined by rolling 1 Dc6+4 for each of them.
2. Roll 80 or less on a percentile die. If successful, the player must go to the natal chart section and roll for the existence of a planet on the ascendant at his or her time of birth. In the case of baptized characters, there is no need to roll the above amount on the percentile die in order to proceed to the Natal chart. The attribute bonuses that may be obtained on the table by Christian characters should be considered as being the result of a blessing from God himself, rather than the result of energies imparted by the celestial bodies.
3. Choose the Profession of the character, taking into account the numerical score prerequisites for such a Profession. Where the rolled attributes of the character do not meet the stated prerequisites for the selected Profession, then the player must forsake his original choice and make another selection.
4. Now that you have chosen a Profession you can roll 1 Dc6 on your major attribute.

Bogatyr'	<i>Strength</i>
Boets	<i>Strength</i>
Zhulik	<i>Agility</i>
Koldun	<i>Mental Strength</i>
Volkhv	<i>Mental Strength</i>

Svyashchennik *Mental Strength*

5. Those characters who were unsuccessful in rolling the 80 or less which was required in section three may now proceed to the Natal chart.

6. Having selected the profession of the character, the player should then proceed to the Tribal background and Birthplace section to find out these portions of the characters earlier life.

7. Players should now go to the Age, Height and Weight section to calculate the above statistics.

8. The amount of Life Points possessed by a character must now be resolved by the player. The formula used to do this is *Stamina* x Rank or Power Grading + *Strength*.

9. The amount of Life Points so generated by the player should also be noted under Consciousness Points. This is significant when resolving Weaponless combat (q.v).

10. Players should now go to the section Starting Monies. This is the money that the player may utilize to buy personal Armor, Weapons and Possessions when the character first sets out on his or her adventuring life. Any leftover money or tradeable goods should be duly recorded on the characters record sheet.

11. Go to the Equipment list and buy as you see fit with the money available. Be sure to jot down the items purchased, as well as the Cold Protection Factor of all clothing. Listed next to each item of Armor will be a figure listed in this format e.g. 8pp. This is the protection point value of the item. The player should carefully tally these protection points and then return to the existing CDF and add these "pp's" to that figure. Also, choose the weapons you wish to use.

12. The player will now consult the Character Statistics section in order to calculate the Mental Defense capability of the character.

13. By now going to the Spoken and Written Language section, the player may find out the number of Slavic and possibly foreign languages that the character is capable of conversing in, as well as the likelihood of the character possessing the gift of writing.

14. The player must determine the extra skills possessed by the character, if any. To do this, it is necessary to refer to the Extra Skills section (q.v).

15. The footspeed of the character can be pinpointed by turning to the Footspeed section. Furthermore, the player should take the opportunity to make note of the characters skiing speed whilst there also.

16. Players should now refer to the Combat Attack Factor (CAF) section so as to calculate the fighting capabilities of their character. Note down all the bonuses (or penalties) from your *Strength* attribute next to each weapon chosen. Remember that the Boets can specialize in one weapon (see Boets section for more details).

17. Having bought their Armor, characters can now calculate their CDF. This is done by adding all the protection point values of the armor worn and then adding any bonuses (or penalties) from their *Agility* attribute. The only other possible further modification to the character's CDF is the ownership of a magicked protection device. All such objects will have a CDF value. In such instances, the character's CDF will be higher than would normally be the case. The player should add this magical protection value to the character's overall CDF tally. This will then be the character's correct CDF value.

18a. Player's who are in the process of rolling up a Koldun character must go to the section entitled "Koldun Spells."

Players should roll on the first table to calculate the number of spells that are known to the Koldun character.

The second table supplied at the beginning of that section is a list of Sorceries that a character may have the knowledge to perform. Based upon the number and type of Sorceries known to the character, the player must buy the required herbs and other ingredients that are needed to perform the said spells. These ingredients are valuable commodities and the type and quantity of these materials should be meticulously noted on a character record sheet. Players should read up on those sorceries that their character has privy to. The player should then calculate the number of Power Points attributable to the character. On the attributes table are listed the initial Power Point allotment for the spell caster, as well as the incremental rises in Power Points due to rises in Power Gradings. This is known as the

Power Point bonus and the exact value of the bonus is totally dependant upon the level of the character's *Mental Strength*.

18b. Players designing a Volkhv character should simply make an effort to read through the full number of Volkhvy spells and Elemental manipulations, since he or she will have the capability to cast any one of them as long as enough Power Points are possessed and the various summoning criteria are met. Power Points should be calculated for the Volkhv in precisely the same manner described above in 18a.

18c. To play the roll of a Svyashchennik, players must become familiar with those actions that will be counted as morally reprehensible and those actions that are considered to be in the highest possible spirit of Christianity.

Character Abilities

A familiar trait amongst all role playing games in general is the formulation of a character's personal attributes by means of a series of random die rolls. RUStm is no different in this regard. This is done so as to fully determine the exact physical and mental capabilities of the newly generated persona within a given frame work of numbers. Such a frame work usually consists of a numbered scale, the median of which can roughly be equated to the human average in that said attribute. Numbers above or below the median will of course indicate personal abilities above or below what is considered the norm for that particular physical attribute.

Generally speaking, the average for an ability lies somewhere around 7 or 8, with 5 or 6 constituting a below average score and 9 or 10 being in the above average range. Any score below 5 indicates a degree of debilitation suffered by the character due to damage, sickness or sorcery. Only characters may possess ability scores exceeding 10 and the normal limit for said ability scores is 16 in any case.

Scores of 17 and 18 respectively are possible in characters, but only if the governing planet for that attribute is on the ascendant at the characters time of birth.

Scores of 19 or 20 are only possible if the character has been natally aspected and is using magicked objects which will enhance that number yet further.

For the purpose of creating what is essentially intended to be a person, it is necessary to take into account six main factors from which the basic essence of an individual is composed. These are *Strength*, *Stamina*, *Agility*, *Appeal*, *Intellect*, *Mental Strength* and *Status*.

Strength

The *Strength* of an individual, in the rawest possible terms, is an indication of:

1. the ability of the individual to lift objects of various weights. Since there are indeed biological limits to what a human being may lift it is necessary to quantify the exact capabilities in game terms.
2. the degree of physical force that an individual can apply to any given manual task.

The maximum amount of weight that a person can lift (in pounds) is totally dependant upon his or her *Strength* and equates to a figure which is seven times their personal *Strength*, i.e a person with a *Strength* of 8 could lift a maximum of $[7 \times 8 = 56]$ 56 kg's. The *Strength* of a character is most significant during combat. The possession of an above average *Strength* indicates that a character is capable of dealing out weightier blows with his weapon, to force and thrust apart mail links and to inflict greater than normal damage upon his foe. All characters with a *Strength* exceeding 8 will receive certain bonuses directly relative to their level of *Strength* above the norm. These bonuses will be to the characters CAF and Damage inflicted for each blow. Similarly, the character with a *Strength* of 5 or less will suffer from a lack of power in his thrusts, slashes and blows and subsequently has a somewhat reduced ability to penetrate his opponents armor. Such a character is also prone to having his weapon strokes deflected or butted away, further minimizing his chances of laying reasonable blows upon his adversary.

Stamina

The *Stamina* of an individual is a measure of the amount of physical hardship that he or she may endure. This, in itself, embraces several very important areas, namely;

1. the resilience of the individual towards physical trauma under extreme weather conditions,
- 2.. the individuals degree of immunity to a whole array of diseases, both common and rare,

3. the ability of the individual to survive without sufficient food and water,
4. the ability of a person to maintain sustained periods of physical activity without becoming overly fatigued and, lastly,
5. the amount of actual physical abuse that a person may endure without dying.

Natural Cold Protection Factor (NCPF)

Depending upon the actual *Stamina* score of a character the character may or may not have a naturally higher resilience towards extreme cold. When this is the case the characters Natural Cold Protection Factor will always be added to help make up his or her full Cold Protection Factor.

Agility

The *Agility* of a character is a yardstick of his or her;

1. ability to translate quickness of thought and judgement into timely action,
- 2.. his or her manipulative skills and footspeed, and,
3. of the ability to aim, throw or manipulate objects in relation to his or her perception of distance and physical dimensions.

Put more simply, it is the individuals capability for efficiently co-ordinating his or her body in the performance of those certain tasks.

Agility has an affect on the characters Footspeed, Skiing speed, CAF and CDF. For the effect that *Agility* plays in both Footspeed and Skiing speed, consult the Footspeed section.

Appeal

The *Appeal* of any person is based ostensibly upon several things, these being;

1. the physical appearance and/or beauty of that person,
2. his or her proficiency in regard to the skillful persuasion and coercion of others for his or her own requirements,
3. the ego and self confidence of the individual,
4. the degree of extroversion or introversion in a person,
5. the degree of animal magnetism and charm that one exhibits , as well as,
6. the persons capabilities when communicating with

a broad spectrum of people.

Coercion

The Coercion score of a player is equal to his *Appeal*. Coercion is the means by which a player may con or persuade others into doing certain actions so desired by the character.

To find out whether a player has successfully coerced somebody, it is necessary to subtract the *Intellect* of the person being persuaded from the Coercion score of the player in question. If the resulting number is less than one, then the Coercion attempt is clearly a failure. If the number is above one, then that is the number or less that must be rolled on a 1 Dc10 to bring the persuasion to fruition.

Intellect

The *Intellect* of a person is indicative of his or her ability to:

1. solve problems in a logical fashion based upon his or her knowledge of a situation or subject matter,
2. commit information to both his long and short term memory and retain it, and,
3. the ability to analyze and evaluate new concepts.

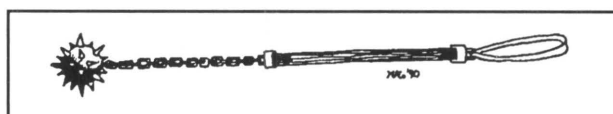
When a character rolls on the Languages and Additional skills tables, he can add his or her *Intellect* value to the roll to get the skill and the skill level.

The *Mental Strength* of a character relates directly to his or her:

1. ability to mentally resist pain, sorcery and hardship,
2. level of self discipline.

MENTAL DEFENSE

Magic is, in essence, the means by which a person versed in it's ways, principles and mechanics, may will certain things to happen or come into being. The reverse also is true. With a good knowledge of the magical principles being employed against ones self and higher willpower, it is possible to will that Illusions disappear, that *Fascination* will not be effective or that conjured Elemental spirits have a lesser effect upon one.



		ATTRIBUTE SCORE									
		2	3	4	5	6	7	8	9	10	
STRENGTH											
CAF		-30	-20	-10	-10	-0	0	5	5	10	
DAMAGE		-2	-1	-1	-1	0	0	0	1	2	
STAMINA											
NCPF		-15	-10	-5	0	0	0	5	10	15	
DWF		6	8	10	12	14	16	18	20	22	
LP/RANK/PG		1	1	2	2	3	3	4	4	5	
AGILITY											
CAF		-15	-10	-5	-5	0	0	0	5	10	
CDF		-20	-10	-5	0	0	0	5	5	10	
MENTAL STRENGTH											
PP INITIAL											
BONUS		6	9	12	15	18	21	24	27	30	
PP/ POWER											
GRADING		2	3	4	5	6	7	8	9	10	
		11	12	13	14	15	16	17	18	19	20
STRENGTH											
CAF		10	10	15	15	20	25	30	35	40	45
DAMAGE		3	3	4	4	5	6	7	8	9	10
STAMINA											
NCPF		20	25	30	35	40	45	50	55	60	65
DWF		24	26	28	30	32	34	36	38	40	42
LP/RANK/PG		5	6	6	7	7	8	8	9	9	10
AGILITY											
CAF		10	15	15	20	20	25	25	30	35	40
CDF		15	15	20	20	25	25	30	40	50	60
MENTAL STRENGTH											
PP INITIAL											
BONUS		33	36	39	42	45	48	51	54	57	60
PP/ POWER											
GRADING		11	12	13	14	15	16	17	18	19	20

THE ATTRIBUTES TABLE



The *Mental Strength* of a character is his own basic form of defense against Sorceries, Elemental Spirit Magic, *Fascination* and Illusions, with increases in his own power.

It should be stated that the Mental Defenses of a character can only be used as such against those spells which indicate that such defenses are permissible. Where *Mental Defense* is a permitted form of defense against the magic employed against one, it is a simple matter of rolling the character's Mental Defense score or less on

2. Sorceries

Naturally the Koldun character will have a greater tendency toward the accelerated development of their own Mental Defenses against Sorceries, *Fascination* e.t.c, ostensible due to their firmer grasp of occult principles, whilst their Mental Defenses against Elemental spirit attacks will be slightly more dulled since they are not fully conversant in Elemental manipulation. Similarly, the Volkhvy have significantly better Mental Defense versus Elemental spirit manipulations than would say

MENTAL DEFENSE vs ELEMENTAL MAGIC

CHARACTER'S POWER GRADING

	1	2	3	4	5	6	7	8	9	10
Bogaty'r	--	+ 1	--	--	--	+ 1	--	--	--	+ 1
Boets	--	+ 1	--	--	--	+ 1	--	--	--	+ 1
Koldun	+ 1	--	--	+ 1	--	--	+ 1	--	--	+ 1
Volkhv	+ 1	--	+ 1	--	+ 1	--	+ 1	--	+ 1	--
Zhulik	--	+ 1	--	--	--	+ 1	--	--	--	+ 1
Svyashchennik	+ 1	--	+ 1	--	+ 1	--	+ 2	--	+ 2	--

MENTAL DEFENSE vs SORCERIES

CHARACTER'S POWER GRADING

	1	2	3	4	5	6	7	8	9	10
Bogaty'r	--	+ 1	--	--	--	+ 1	--	--	--	+ 1
Boets	--	+ 1	--	--	--	+ 1	--	--	--	+ 1
Koldun	+ 1	--	+ 1	--	+ 1	--	+ 1	--	+ 1	--
Volkhvy	+ 1	--	--	+ 1	--	--	+ 1	--	--	+ 1
Zhulik	--	+ 1	--	--	--	+ 1	--	--	--	+ 1
Svyashchennik	+ 1	--	+ 1	--	+ 1	--	+ 2	--	+ 2	--

a 1 Dc20. A successful roll may reduce the effects of the magic, or, indeed, it may totally nullify those effects.

The effect that a successful Mental Defense will have against the spell will always be noted under the spell or manipulation that has been used.

The following tables are to be used in determining a character's personal Mental Defenses against: -

Table 1. Elemental Sorcery.

Table 2. Sorceries, *Fascination* and Illusion.

These two areas require different forms of Mental Defense techniques to be employed against them. This very fact necessitates two different Mental Defense numbers:

1. Elemental Magic

the Koldun type character, though he would have a lesser level of Mental Defense against *Fascination* or other Sorceries.

The Bogaty'r, Boets and Zhuliks are naturally more vulnerable towards any form of magic since they are magically and elementally illiterate, if it is possible to draw such an analogy. Furthermore, the enhancement of their Mental Defenses against magic is an extremely slow, lengthy process and it is only after many years that they will accrue what could be deemed to have considerable Mental Defense.

The base Mental Defense of a character is the equivalent to his or her *Mental Strength*. This figure has incremental rises at certain Ranks or Power Gradings.

The exact Power Gradings and the frequency of these incremental rises is totally dependant upon the profession of the character.

TRIBAL BACKGROUND AND BIRTHPLACE

After having rolled on the tribe table and ascertained the tribe to which the character belongs, the player rolls on the Birth place table to establish his place of birth. If city or town is indicated, then the player rolls for the exact location on the City or Town table under his/her respective tribe. Villages are usually engaged in herding or agricultural activities and of obscure name.

The family based settlement consists of several buildings to house the extended family which actively pursue hunting, farming or mercantile activities.

ANCESTRAL TRIBE

Roll the percentile die to ascertain a character's tribal background.

01-11	Radimichian
12-21	Volynyanyen
22-30	Severyanyen
31-39	Drevlyanyen
40-48	Meryan
49-57	Polochanyen
58-65	Polyanyen
66-73	Ilmen slav
74-79	Krivichlan
80-84	Yatvagian
85-89	Vyatichian
90-93	Volga Bulgar
94-96	Muroman
97-99	Meshcheran
100	Ves

BIRTHPLACE

1-30	City
31-50	Town
51-80	Village
81-100	Family Based Village

RADIMICHIAN

City	
1	Chernigov
2	Lubech
3	Listem

Towns

1	Rechitsa
2	Bryansk
3	Karachev
4	Kursk
5	Rylsk
6	Novgorod - Seversk
7	Gorodets
8	Novosil

VOLYNYANYEN

Cities

1	Vladimir
2	Cherven
3	Belyz
4	Peremyshl
5	Berestve
6	Pinsk

Town

1	Kholm
2	Dragochin

SEVERYANYEN

1	Pereyaslavets
2	Rodiya
3	Kiev

Towns

1	Gorodets
2	Poltava
3	Donets
4	Rylsk
5	Kursk

DREVLYANYEN

Cities

1	Turov
2	Kiev
3	Vruchy
4	Korosten
5	Chernigov

Towns

1	Lubech
2	Gorodell

MERYAN

Cities

- 1 Yaroslavl
- 2 Pereslavl
- 3 Rostov
- 4 Suzdal

Towns

- 1 Vladimir
- 2 Kostroma
- 3 Galich
- 4 Nizhniy Novgorod

POLOCHANYEN

Cities

- 1 Kukeynoys
- 2 Gertsike
- 3 Polotsk
- 4 Vitebsk

Towns

- 1 Toronets
- 2 Orsha
- 3 Kopys

POLYANYEN

Cities

- 1 Kiev
- 2 Rodiya
- 3 Galich

Towns

- 1 Terebovl
- 2 Kamenets
- 3 Kolomyia
- 4 Gorodets

ILMEN SLAV

Cities

- 1 Novgorod
- 2 Yurev
- 3 Ladoga
- 4 Pskov
- 5 Izborsk

KRIVICHIAN

Towns

- 1 Moscow
- 2 Tver
- 3 Dmitrov
- 4 Torzhok

- 5 Kolomna
- 6 Toronets
- 7 Orsha
- 8 Kopys

YATVAGIAN

Cities

- 1 Berestve

Towns

- 1 Minsk
- 2 Gorodno
- 3 Nesvizh
- 4 Klechesk
- 5 Dragochin

VYATICIAN

City

- 1 Smolensk

Towns

- 1 Koselsk
- 2 Bryansk
- 3 Karachev
- 4 Novosil

VOLGA BULGAR

Cities

- 1 Bolgar
- 2 Bilyar

Towns

- 1 Suvar

MUROMAN

City

- 1 Muroma

Towns

- 1 Vladimir
- 2 Nizhniy Novgorod

MESHCHERAN

City

- 1 Ryazan

Town

- 1 Kolomna

VES

City

NATAL CHARTS

When a child is born in heathen Northern Rus it is extremely common that his/her parents visit a Koldun to have a Natal Chart draughted so as to ascertain what cosmic influences will govern that child for the rest of his or her life. The parents usually follow the Koldun's advice in regard to the future paths in life that the child may best follow and often direct the child towards these paths.

Any planets which lie on the ascendant at the exact time of the severing of the umbilicus and at the latitude of the child's birth place, will have a lasting and definite affect on the child's future behavior and innate abilities. In the game Rus, 80% of characters parents would take the opportunity to have such a Natal Chart done. Those who did not consult a Koldun would either have chosen not to, because they did not believe in such matters, were Christians or did not have enough money to pay for such a service. The choice not to visit one would mean that the exact celestial positionings would have been lost as time passed. To reflect this, a player must roll 80 or less to be able to roll up his natal chart straight away. If he makes the roll, then he goes to the Table of Celestial Bodies and rolls for each planet in turn. If he rolls successfully, then he may immediately adjust his numbers and note his professional opportunities in accordance with the planets or planets that lie on the ascendant. Thus he has a chance to pick a more personally advantageous class if he so wishes.

A character who did not have a Natal Chart made out at birth, must first of all roll up his character and determine what class he/she shall be. After that, he must subtract one gc indicating that he has gone to consult a Koldun to get a natal chart drawn up after having completed his/her training. Only then may he roll on the Table of Celestial Bodies to know what planets were lying on the ascendant when he/she was born. This quite rightly shows that those characters who had a chart constructed at birth would have gained the necessary insight to pick a more auspiciously aspected class based upon the planetary positionings.

Most Koldun and Volkhvy maintain an accurate record of the celestial movements at any given time for the

locality and it is possible for people to go to see the resident Koldun to have a Natal Chart drawn up, post-facto, if indeed his/her parents did not have one done in the first place, shortly after his/her birth.

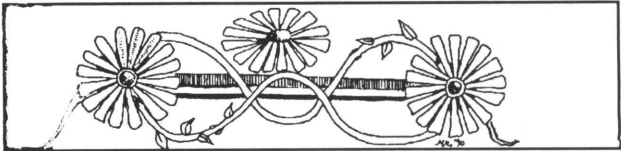
Most poor families expecting a child will save as much money as possible during the nine months gestational period, in order to be able to pay the Koldun's fee.

The date of a character's birth will usually be referred to as a group of planetary positionings, instead of a date as such. For example, when asked on what day he was born a character would reply, for example, by saying "I was born on the day when the sun was in Virgo, Mars on the ascendant and Mercury in Pisces."

To determine what planets, if any, were exactly on the ascendant at the character's time of birth, the player rolls 1 Dc12 for each of the seven celestial bodies. A one on any of them, will indicate that that planet was lying on the ascendant at that time. If the player has a planet or planets so aspected, then he must consult the table to find out what extra abilities he will receive and what career paths are more auspicious for him to adopt.

Natal Planetary Aspects

PLANET	BENEVOLENT EFFECTS
SUN	+2 <i>Stamina</i>
MERCURY	+2 <i>Agility</i> All classes receive +20 on CAF for <i>missile weapons</i>
MARS	+2 <i>Strength</i> , +20 on CAF.
VENUS	+2 <i>Appeal</i>
JUPITER	+2 <i>Mental Strength</i> Volkhvi attract elemental spirits with <i>max life points</i>
SATURN	+2 <i>Intellect</i> +20% bonus on additional skills and languages
MOON	+20% voluntary control <i>transformation for shape changers</i>



Non-Human Characters

The possibility exists in RUStm for a player to roll for a non human character. The exact roll required is a 05 on the percentile die. This is indicative of the fact that players may make use of non humans as their characters, but only if they are fortunate to have successfully made the difficult die rolls necessary.

If the player has managed to roll the 05, then he must calculate the race of the non-human character. To determine the exact nature of the non-human character the player will need to consult the following table. This roll should also be completed on the percentile die. Listed below are several tables, one of which is used to calculate the type of non-human race that the character is. Additionally, there will be descriptions mentioned here, pertaining mainly to the bearing that the character's non-human race will have upon his personal attributes, choices of character selection and other relevant playing restrictions. For a fuller description of such non human characters, it will be necessary for the player to consult the section on Beasts.

With the exception of Shape changers, *Status* and family background will not apply.

01-50	Shape Changer
51-00	Giant

Shape changer subtable

01-30	Werewolf
31-39	Werelynx
40-42	Wereboar
43-50	Wereowl
51-60	Werefalcon
61-71	Werhawk
72-82	Wereraven
83-89	Werebadger
90-95	Werehorse
96-00	Werebear

Shape Changers

The character that has become a Shape Changer at some time in his or her past is basically a human being stricken by a sad affliction. His unusual ability to change his form from that of a human to that of a specific type of beast is the direct result of either a curse by a Koldun

of great power or wounding by one of these beasts. Characters wounded by such creatures receive the disease of shape changing through the saliva secreted by the attacking beast during that fateful attack. The offending sorcery or the attack, in any case, are the prime reasons for the mental and physiological changes that may take place in any character who is a Shape Changer. The actual process of changing body shape is not instantaneous. There will always be warning signs of an impending change, the first of which are largely behavioral. The character will experience several dizzy spells, make suppressed noises reminiscent of those made by his altered animal self and will quite frequently display a fascination for things that would specifically amuse, beguile, tease or infuriate his other half. For example, a character about to undergo a transformation into a *Wereowl* would be heard to make hooting noises on the odd occasion, as well as experience rather severe headaches from exposure to sunlight. He may instinctively head for a barn to feverishly search for rats or mice on his hands and knees. The transitional period between the onset of the dizzy spells and the completion of the change will be 1-20 minutes.

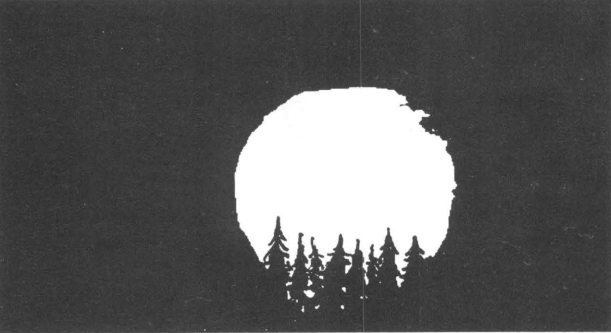
Next come the physiological changes. Even during the period of mental perversion, these bodily changes will begin to show themselves. In the above example, the character will start to experience the growth of white downy feathers on his chest and feel the sprouting of lumpy protrusions on his back, the makings of wing stumps. The whole process of physical change, as mentioned, will take 1-20 minutes to be completed.

Shape changing characters will exhibit many of the characteristics of the type of animal whose form they often assume and it will be necessary for the player to augment his playing style for the character with the physical and behavioral traits of the beast in question.

Being primarily of human stock, the Shape Changer should be generated in the same way as a normal human character, including his birth place, tribal stock, languages, special abilities e.t.c. When a character is in his true human form, he will act as a human being.

When the character is in his shape changed form or is in the process of transforming into his altered bodily shape, he or she will be shunned by almost every decent

THE PHASES OF THE MOON AND THE CHANCES OF UNDER GOING BOTH VOLUNTARY AND INVOLUNTARY TRANSFORMATIONS											
		1	2	3	4	5	6	7	8	9	10
NEW MOON	10%	01	02	03	04	05	06	07	08	08	10
1st QUARTER	35%	04	08	12	16	20	24	28	32	36	40
FULL MOON	80%	08	16	24	32	40	48	56	64	72	80
LAST QUARTER	30%	03	06	09	12	15	18	21	24	27	30
The first boxed column above indicates the Phases of the moon. The second shows the relative likelihood of a Shape Changer undergoing an involuntary transformation. The third section is indicative of the characters ability to voluntarily undergo a transformation both in and out of beast form.											



person. If sighted by normal folk in his abominable form, the Shape Changer will incite feelings of fear and loathing. Most people seeing a Shape Changer will run and lock themselves inside their houses if possible, whilst other characters who are not part of the players adventuring group may decide to capture or slay the sickening beast.

Changing Shape

The occasions on which a character changes into his alter ego are not always known to the character, but they are directly related to the phases of the moon. On nights when the character shape changes, he or she will not revert to human form until day break.

A character may only accumulate the necessary knowledge and experience to voluntarily control his shape changing with incremental increase in Rank or Power Grading. A voluntary transformation into the animal form may only be performed when the character rolls his voluntary transformation score or less on the percentile die. Once the character desires to change back to human form he must again roll to see if he can do so. Every hour thereafter the player must roll the indicated voluntary transformation score or less, again

on the percentile die, in order to be able to revert to his original form. If the character is continuously unsuccessful in bringing the reversion to fruition, then he will automatically change back to his human shape the following daybreak.

When in their animal form, Shape Changers may use their normal weapons and spells, however they will be required to remove all constrictive equipment such as armor. In combat, a character feeling the onset of a transformation will usually begin to withdraw from the foray so as to unstrap any constrictive armor. Shape Changers usually utilize a shield as their main means of armored protection. Shape Changers may use magicked objects at any time.

Characters in their other shape will easily become agitated and aggressive, especially when in the company of others. Driven mainly by their base animal instincts, the character will usually attack anyone closest at hand. If any people nearest to the Shape Changer in his beastly form happen to be members of his own band or good friends, they may also be at risk of attack from their debilitated but very dangerous comrade.

The character, in his changed form, will have a chance of recognizing that person to be a friend and this may be verified by the Arbitrator with a roll of 1 Dc20. If the resulting roll is equal to or less than the *Intellect* of the character, then he will understand that that person is friendly to him and refrain from attacking. The shape changed character will instead try to attack the next nearest person and this will be resolved in the same way if need be.

Fellow characters of the Shape Changer are wise to the uncertain ways of their comrade and are prudent enough to distance themselves from their friend during the time of his transforming. Friends who physically restrain their forlorn sidekick shortly after the onset of the behavioral changes and who are foolish enough to remain in the same room will not be subject to recognition as a friend if the character manages to break his bonding.

Being in an adventuring partnership with a Shape Changer is physically quite demanding, since their often inopportune changings regularly cause a great deal of strife in normal communities. When living in a village, town or other peopled area, the comrades of a Shape Changer frequently end up having to protect, restrain, hide and cover up for their schizoid friend. Lasting friendships may only successfully flourish when a good deal of sympathetic understanding is applied to their friends problem.

WEREWOLF

The character must receive a +1 to his *Strength*, +2 to his *Agility*, +2 to *Stamina* and a -6 on *Appeal* when he is in the form of a humanoid wolf.

WERELYNX

When the character has assumed the form of a Werelynx he will receive +2 *Agility*, +2 *Strength* and -6 *Appeal*. When in the form of a Werelynx, the character will have the climbing ability of at least 80.

WEREBOAR

When in the form of a Wereboar a character will have to add +2 to his *Strength* and -6 to his *Appeal*.

WEREOWL

When in Wereowl form, the character will receive +2 *Agility* and -6 *Appeal*. Additionally, the character will receive night time vision, which shall enable the character to see perfectly during periods of darkness. When fighting in owl form during the day, a character will receive an automatic -30 CDF and -30 CAF due to the blinding effect of broad daylight. When the Wereowl is participating in combat during the night, the character will receive +30 CDF and +30 CAF on account of his enhanced night vision.

WEREFALCON

The Werefalcon character should modify his abilities when he or she is in animal form by adding +2 *Agility* and +2 *Strength*. The character will also receive a penalty of -6 to his or her *Appeal*.

Werefalcon characters in animal form will also have the ability of acutely keen sight. Such characters will be able to see distant objects with great detail and clarity.

WEREHAWK

Characters that have assumed the form of a Werekhawk will receive a bonus of +2 to their normal *Agility* and +1 to their *Strength*. There will be a -6 penalty to the character's *Appeal*. Werekhawk characters will also receive the ability of keen, far reaching sight.

WERERAVEN

Any shape changing character who may assume the form of a Wereraven will receive a +1 to his or her *Agility*. Furthermore, in the bird form, the character will be able to control and converse with 1-6 (1 Dc6) other ravens. Not only will these ravens mysteriously appear in the vicinity of the feathery shape changed character, but they will follow him or her everywhere until reversion to human form.

The character will also have a particularly strong bond with a specific raven, which will remain at the characters command, even when he or she is in human form and he will be able to see through it's eyes. This special raven is a type of blood brother and it will always do as commanded by the character until killed.

The death of this raven will result in the character having to wait an additional 1-6 months before another one can be acquired.

WEREBADGER

The character in Werebadger form is indeed a formidable opponent when compared with most of the other Shape Changers. Any character in Werebadger form will receive an automatic bonus of +2 to both *Strength* and *Agility* and a -6 to his or her *Appeal*.

The character will have the ability to secrete a nauseous smell when in quasi-badger form, not unlike that of the skunk, which will serve to keep his opponents at bay if they fail their roll against such a gas. The Werebadger

character is also an accomplished digger and he should be able to dig a tunnel and lodge in about three minutes if being pursued. Such a "safe house" will be designed so that only 1 assailant at a time may come down in pursuit of the Werebadger and even then, by sliding through the narrow passages on their belly.

WEREHORSE

The Werehorse is for all intents and purposes a humanoid shaped horse with the capability of either bipedal or quadrupedal mobility. The frontal hooves, on closer inspection, will be seen to be divided into fingers, similar to those of a human, but covered in a hard chitinous material like the hoof of a normal horse. Any character in Werehorse form will have +3 *Strength* and +2 *Agility* added to their normal personal attributes.

The character is capable of carrying loads like a normal horse, but it will not under any circumstances accept a rider on it's back. Any attempt to ride a Werehorse will result in an immediate attack upon whomsoever is stupid enough to attempt such a thing.

A Werehorse character in human form will never have any trouble from a horse that he is riding and he will unquestionably have the ability to talk to horses, although this in itself does not impart the ability to control such steeds.

WEREBEAR

The abilities for a Werebear are listed in the Beasts section. All characteristics will be the same as for a Werebear.

GIANT (Velikan)

A Giant character has many of the traits attributable to his somewhat larger bretheren who may be found listed in the Beast's section, though their height will be in the range of 2-3.5m. The exact height of a character must first be determined on a 1 Dc6 and the player must adjust the character's rolled attributes in accordance with that roll.

Roll	Height	Strength bonus
1-2	2 m	+ 2*
3-4	2.5m	+3*
5-6	3.5m	(Automatic) 16

* When modified by these figures, the characters overall strength may not exceed 16.

Giant characters with a height of 2 or 3.5 meters will be required to double the distances coverable by a character of the same Agility score. This effectively reflects the fact that a Giant character has a much lengthier stride than would a normal human.

Having a height of two metres will always attract stares and cause much talk in populated Christian centres that the character may be passing through, but it will not incite local garrisons to attack. Characters of 2.5 m or more will always be hunted in such locales if their presence is known of.

In heathen areas, Giant characters will be held in much awe by the general populace and will often be approached to perform tasks requiring exceptional Strength in return for payment of some kind. Giant characters will always be treated with much respect and reverence in these areas and most folk will go out of their way not to commit any offense against them.

Giant character's may only be a Boets or Zhulik and must roll for their chances of spoken languages as if they were a person of the Ves tribe. No Giant may possess the ability of writing. All Giants are thoroughly conversant in the Slavic tongues.

Combat Points and Power Gradings.

Combat Points and Power Gradings are a direct indication of the amount of real expertise that a person has achieved within either of these two main areas and the way in which they are awarded are as follows.

Only Koldun and Volkhvy may accrue both Combat Points and Magic Points. All other professions are strictly confined to the accruing of Combat Points only.

Combat Points

Whenever a person scores a successful hit on an opponent, he or she must add the numerical value of the damage that he or she has inflicted upon the adversary to their own Combat Point tally. For example, Vladimir the Boets has struck a successful sabre blow upon his opponent and caused 9 Life Points worth of damage. Vladimir should then have 9 Combat Points added to his progressive Combat Point score.

Magic Points

All sorceries within this game have their own inherent Magic Point value. Each time such a spell is cast, then the appropriate amount of points are added to the players Magic Point score.

The system for the awarding of Magic Points for Elemental manipulations is listed under the section pertaining to Elemental sorcery.

THE INCREMENTAL RISES TABLE

At certain thresholds a person is deemed to progress on to the next higher Combat Rank or Power Grading and these are all noted in the table below. Every time a character passes such a threshold, he or she must be sure to add whatever benefits are applicable for such a rise in professional expertise.

Combat Rank

Power Grading

	Combat Points	Magic Points
1	2,000	2,000
2	4,000	4,000
3	6,000	6,000
4	8,000	8,000
5	10,000	10,000
6	12,000	12,000
7	14,000	14,000
8	16,000	16,000
9	18,000	18,000
10	20,000	20,000

STATUS

Status is a measure of the characters personal status within the society of Rus. The characters that are created by players in this game, as has been mentioned earlier, are considered as being somehow different from the general community.

For this reason, characters are given the opportunity to roll for their social standing on 1 Dc10. By and large, however, the average inhabitant of ancient Rus was very impoverished and lived the best part of his life toiling for the rich land owners and freemen for little or no reward. They received only basic sustenance usually and were taxed also. The characters of players in RUStm are people who have escaped the bonds of their normally

arduous, mundane lives, largely by means of their specialist skills and began their personal striving for advancement in their own wealth and fame by their brave and or unscrupulous deeds. As a character increases his professional skills and carries out acts which are likely to make him known to people, he may increase his Status. To begin with however, a 1 Dc10 is rolled.

This is the family background of the character as he first sets out on his heroic or dastardly exploits.

The following table will determine the general family backgrounds of people with a certain *Status* score.

STATUS 1

- 1 Born into slavery
- 2 Captured when his village was raided
- 3 Captured in battle

STATUS 2

- 1 Escaped slave
- 2 Known outlaw
- 3 Fugitive

STATUS 3

Peasant

STATUS 4

- 1 Orphan
- 2 Stolen at birth
- 3 Sold at birth
- 4 Bastard

STATUS 5

A person banished from his or her own society (persons banished from their own society will always encounter trouble when trying to return to their original birth place)

STATUS 6

Freeman (craftsman)

STATUS 7

Freeman (landowner)

STATUS 8

Merchant

STATUS 9

- 1 Chieftains son
- 2 Within the immediate family lineage of a Chieftain

STATUS 10

- | | |
|-------|-----------------|
| 1-96 | Son of a Boyar |
| 97-98 | Royal Lineage |
| 99 | Son of a Prince |
| 100 | Prince |

BOGATYR'

By Joe Caruso



A Bogatyr' is a warrior of heroic proportions, best likened to the Russian knight or Pytsar'. Their horsemanship and fighting abilities make the Bogatyr' a figure pre-eminent in the society of Rus. Most Bogatyr's are offspring of Bogatyr's or people highly placed in society. They are usually extremely wealthy or at the least well off. Although the Bogatyr' is distinguished by his personal courage, courtesy and fierce combat ability, many Bogatyr's have an unshakable belief in their own superiority and status. The Bogatyr' is the exponent of rigorous and finely honed combat techniques, espoused, nurtured and refined by this elitist group of fighting men. The Bogatyr' has been trained in the arts of dual weapon combat, a combat method displaying the highest degree of skill at arms. When fighting with two weapons the Bogatyr' incurs no CAF penalties whatsoever, and indeed, pays a somewhat less amount of CAP per Desyatka for each of his two weapons (q.v. Combat Action Points). This makes them formidable opponents, especially on horseback. The only draw back

of the dual weapon combat technique is that no shield may be used and as such the Bogatyr's CDF will be slightly more reduced than would normally be the case.

From youth, they are taught to ride horses and they are more comfortable doing battle from the saddle than on foot.

Their horsemanship is unrivalled but by a few and Bogatyr's have been known to accomplish incredible feats whilst on horseback. They are experts in horse husbandry and can tell a good horse at a glance.

In order to become a Bogatyr' a minimum of 10 in *Strength*, 9 in *Agility*, 10 in *Status* and 8 in *Appeal* is required. Once all these attributes are met then a character can choose to become a Bogatyr'.

Skills & Abilities

Horsemanship

The Bogatyr' is an automatic recipient of the horsemanship skill and when rolling for his exact ability level on the percentile die he gets an automatic bonus of plus 50%. Unfortunately though, his overall skill score may not exceed 100%. Any scores in excess of 100% must be rounded down to that figure. This allows the Bogatyr' to perform daring and difficult maneuvers while on horseback. Roll his ability or less to successfully perform the maneuver. If he fails and takes a fall, then he rolls the skill again. If he is successful he takes no damage from the fall but if not, then he will take full damage.

As long as a player plays his Bogatyr' character in a way that shows that the Bogatyr' is continuing to exploit his already great expertise in horseriding then, the character will receive an automatic rise of 5% in this skill every second power grading.

The Bogatyr' can also determine the strength and potential of a horse. Thus he can choose for himself or friends a favourable steed with good Life Points.

When fighting on horseback his CAF and CDF are increased by 20 and 10 points respectively.

FAMILY BACKGROUND By M Chapman

All Bogatyrs have a minimum Status of 10. Before their inception into the knighthood, the Bogatyr' may have come from a myriad of backgrounds. By rolling a 1 Dc10, it is possible to determine his background.

1. Peasant - The character has lived the earliest part of his life in a peasant family, carrying out duties such as

tending horses, goats and other stock, carting water, as well as helping out with the harvesting. As a rule of thumb, the character has been selected by a Bogatyr' from his own birthplace, but it is actually possible that a passing Bogatyr' has chosen the child to undergo training in the finer arts of knighthood. The character was chosen on account of his close rapport with horses and riding ability, his natural aggression and clear fighting superiority when tossing with other children his own age.

His parent would clearly have given their blessing to such a proposition, knowing full well that their son/daughter has been given an opportunity to escape his/her mundane bondage.

2. Orphaned - having been orphaned as a child due to the untimely death of his parents and relatives (usually due to a punitive raid on the character's home, village or city), the character was taken under the care and tutelage of a Bogatyr', who sought to give the child a worthy profession. He would only have been chosen for such tutoring if he displayed an unusual degree of aptitude for such training. Whilst undergoing his training, he would have served as a squire to the Bogatyr', grooming his horse, cleaning his tack and armor and performing various other duties for him in payment for this fortuitous twist in his fate. In almost every case, the Bogatyr' has become a father type figure.

3. Bastard - As the bastard of a Bogatyr', the character was invariably shunned as a child by his peers, on account of that he has grown up having to rely upon himself for his own defense. He venerates the father that disowned him and tries to emulate his father's skills and exploits in his day to day playing.

The Bogatyr's ego is captivated by the degree of worship that his bastard child displays towards him and the fighting spirit that has developed within him.

As a favor to both the child and his mother, the Bogatyr' has undertaken the upkeep and training of the child in the manly arts of the Bogatyr'. He would perform similar day to day duties to the orphan child.

4. Stolen Child - The character was stolen from his original parents by the Bogatyr', either in a raid upon another village, or to recover unpaid tithes or payments for services rendered. In most cases, the child does not

display any latent ability for his future profession, but will however be quite sturdy when compared with other children of his age.

The child would be required to carry out whatever tasks and training that are assigned to him by the Bogatyr'. There is a degree of secret animosity by the child towards the Bogatyr' concerning the manner in which he was acquired and it will usually be for this reason that he leaves to adventure around Rus after having completed his training.

5. Sold as a Child - A Bogatyr', unable to have children due to wounds sustained in battle, has bought the character secretly as a child. He chose the character for his robust appearance and trained him to become a Bogatyr'. The Bogatyr' treats the child as his own son and the child knows no different. The child's parents were paid handsomely for the boy and felt happy knowing that the child would live a life quite far removed from the impoverished lot that he would otherwise have experienced in life.

6. Banished - The character's family was banished from their own community during the early childhood of the character for unscrupulous and unlawful deeds or for simply not paying their tithes and taxes to the more well off. Having had various dealings with the character's family, the Bogatyr' has agreed to improve the future life of the child by introducing him to the revered profession of the Bogatyr' as a favor to the child's parents. The Bogatyr' instills within the child, the spirit of vengeance and trains the child to one day return to the original village of his family to set matters straight (by the sword) on behalf of his father.

7. The son of a Freeman (craftsman or landowner) - The Bogatyr' has developed a lengthy friendship with the free parents of the character. The Bogatyr' has recognised in one of the children, the qualities necessary to create a skilful Bogatyr' and has backed up his judgement by initiating the training of the character, but not his upkeep. (The character remains with his parents during this time and helps them as necessary) In return for the training, the character's parents have supplied several good horses and money to the Bogatyr'.

8. Son of a Merchant - A Bogatyr' has had wide dealings with the Merchant father of the character and accom-

panied him on his many trips to the south. The character was earmarked for training as a Bogatyr' virtually from birth, since his father believed that a fighting merchant is more likely to live longer than a simple trader and enjoy his profits longer.

Since the character's father is often away on long journeys, it was arranged that the character would stay with the Bogatyr' on a full time basis to concentrate on his future trade, that of the knightly warrior. His father pays the Bogatyr' a princely sum for such a service, usually in the form of silk, rare spices, furs or oddities from various parts of the known world.

9. Son of a Chieftain - As the son of a Chieftain, the character has grown up, constantly inspired by the respected influence and grand stature of the man who so fearlessly serves his father. The character has undergone Bogatyr' training from his very earliest years and may or may not have been a perfect model for casting into the Bogatyr's mould. It was largely at the command of the character's father, the Chieftain, that the character became a Bogatyr', since it was his choice and his choice alone. In return, the Chieftain has granted the trusty Bogatyr' a range of favors and some land.

9b. Related to a Chieftain - The character's uncle, a Chieftain, has organised that he should undergo training as a Bogatyr' under the tutelage of his personal second in command. The character made good such training, together with his cousin (the Chieftains son) and the others who have been selected for such training. The Chieftain granted favours to the Bogatyr' on behalf of the character's father.

10.

<i>Son of a Bogatyr</i>	01-60
<i>Son of a Boyar</i>	61-96
<i>Son of Royal Lineage</i>	97-98
<i>Son of a Prince</i>	99
<i>A Prince</i>	100

As the son of either a Boyar, a Bogatyr' or a Prince, a person of royal lineage, or indeed a Prince himself, the character was expected to command the respect of those under his command or reign. The parents of the child know that such respect and obedience is more easily fostered within their society if the character is a shining example of fighting ability, manly deeds and

leadership. For this reason, the decision to make the character undergo the training as a Bogatyr' was a natural one. The child has had as his mentor, some of the best knights in the land.

BOETS

By J. Caruso



Since youth, the Boets has been trained in hand to hand combat and melee. His skill at arms is superior to all other professions. Boets' are used as prized combatants by Chieftains of tribes or to lead sections of men into battle. They also hire themselves as Mercenaries to anyone desiring their services.

The Boets can choose any weapon he wishes, although he has one weapon which he specializes in. When using this weapon in battle he is able to deliver more deadly blows to his opponents.

Another skill that the Boets is well renowned and sought after for is his ability to survive and adapt to all sorts of terrain (snow, desert, mountains, etc.) and in any weather conditions (cold, heat, blizzards, hurricanes, etc.).

Furthermore, the Boets has learnt to track and hunt creatures for food and skins in order to survive in the wilderness. Their tracking skills are excellent and Boets have been known to track creatures (including men) for many days and successfully make contact with them.

In order to qualify to become a Boets, a minimum of 9 in *Strength*, 6 in *Stamina* and 6 in *Agility* is required.

As was described previously, the Boets specializes in one weapon. Thus when he uses that preferred weapon the CAF for that weapon is increased by 20 points and inflicts +2 LP on each successful hit.

ZHULIK

By J. Caruso



A Zhulik is a person of the world, a dispossessed drifter who is alienated from the tight knit settlements of Rus and who makes his or her living however possible. They usually come from a poor background or have been exiled from their family or town and they have learnt to fend for themselves. Their capabilities are many and varied, largely due to the multitude of skills and tricks that they have acquired on their semi-nomadic wanderings. The frequency of treachery and the intensity of the prevailing power struggles that are commonplace at this point in the history of Rus mean that can also be silent and deadly contract killers. They are often in league with an organisation or Brotherhood through which they are paid handsomely to carry out the liquidation of Nobles, Chieftains, Vokhvy, Koldun and the like.

They usually keep a low profile in society and if, for some reason, their notoriety increases and they become well known, they will usually move to another town or city where their anonymity is their best defense. As they travel, they also tend to pick up many languages from locale to locale.

In a confrontation they prefer not to do face to face combat but rather attack by surprise.

On the odd occasion, when performing certain skills, the Zhulik will prefer not to wear metallic armor, not only because it may attract more attention to their clandestine activities, but because their ability to carry out such tasks efficiently is greatly hindered when doing so.

To become a Zhulik a minimum of 8 in *Agility*, 8 in *Intellect* and maximum of 6 in *Status* is required.

The Zhulik has the following Primary skills;

Stealth

A Zhulik uses his stealth skill to blend in with his surroundings so as not to be seen. **It should be semi-dark and shadowy for him to utilise the skill to the fullest.**

This ability also allows him or her to move without making a sound or attracting the attention of others. This is a good skill to use prior to an assassination. For example a Zhulik can use Stealth to sneak up quietly behind the victim. If the victim has not seen the Zhulik, then using Stealth, the Zhulik can position himself so as to launch an attack (if there are other distractions such as people in melee, crowded city squares etc., then the chance of Stealth being successful are greatly enhanced). When a Zhulik carries out attacks using Stealth, he automatically adds 50 points to his or her CAF and then bonus damage is added (see table).

The resulting attack damage is then doubled. For example, a Zhulik of Rank 1 is attempting to slay his victim from behind, after having first discreetly positioned himself there using Stealth. In the first Desyatka that he initiates this lethal attack using Stealth, he adds +50 to his CAF. The actual attack is resolved by normal means. If he hits, for instance, causing 12 LP, he must then add +5 LP (see table) to the blow. All damage is then doubled.

Therefore, this Zhulik would cause $(12LP + 5LP) \times 2 = 34$ LP. The attack is always when the victim is not prepared for it and it is usually done from behind. If the use of Stealth has not been successful, then the Zhulik can't resort to this attack form. Additionally, the above mentioned attack mode is only possible in the first Desyatka that the Zhulik strikes.

Disguise

A Zhulik can also disguise himself or herself, effectively becoming older or younger, taller or shorter, thinner or

fatter or even the opposite sex. There is, however, a weekly chance that he can be detected.

VOLKHVY



Within the heathen slavic society, which ostensibly practiced nature worship, there was, as in Ancient Britain, France etc, a select group of learned scholars who devoted their lives to amassing not only a knowledge of the physical movements of the celestial bodies, but also their affects upon the existence and behavior of matter on this planet. Their tools of the trade were of course their own brains, their daily observations of the heavens and discreet or sometimes gargantuan markers used to track the daily courses of these said celestial bodies. Using these methods they could quite readily augment, as necessary, their existing knowledge. They realised (as many people today believe) that all the celestial bodies were imbued with definable qualities and personalities which when positioned in various ways could create a myriad of effects which manifest themselves upon the earth. It is unfortunate, however, that many of these nature cults were compelled to commit the sum total of their knowledge to oral tradition - either through custom and or the non existence of the capability of writing.

The Volkhvy believed that all matter was composed of combinations of the four elements, earth, air, water and fire. Various combinations of these main essences produced a myriad of effects readily observable in nature throughout the year. To them, the word that we know as nature, was merely the dynamic interaction of these elements, through which the life, death and prosperity for all was governed. Without light, water, fire, fertility, air and earth, nothing could ever live. The belief that all matter contained a life force or spirit, was not simply confined to the Volkhvy, but was accepted as pure "fact" by the average heathen person, though more particularly in rural areas. The well being of these spirits was of paramount importance. If they were offended, then the side effects could be catastrophic. Crops could fail, blizzards would become more severe, cattle could die, the earth barren or their stock may not breed. As eons passed, their knowledge of the planetary movements and the intricate effects that they may have upon the elements increased. As the Moon affects the tides and water most radically, so too did other celestial bodies have properties conducive to exerting influence upon the other elements. The role of the Volkhvy was to worship the elemental gods, personifications of the most powerful aspects of the elements, so as to gain the ability to both protect the intricate balance of their living environment and ultimately to be able to control portions of the four elements. Their elder elemental deities controlled their own specific elements and played specific roles. By worshipping these deities, the Volkhvy were granted the wisdom and power of the elemental gods, which when combined with the latent elemental energies of the planets, enabled them to control the weather, plant and animal life and the very elements. In RUStm the Volkhvy manipulate the elemental spirits contained within all matter to provide the latent energy for spells or manipulations which they themselves specify. In real terms, the Volkhvy played the most significant role in the socio - religious heirarchy of the early heathen Russian tribes. They helped design tribal law, taking into full account, the way in which his tribe must fit into their environment, they provided medical care, performed surgery and they embodied a direct link between mere mortals, the elemental gods and their

minions. The people knew that their prosperity was totally dependant upon the Volkhvy and how they themselves behaved towards the elements and spirits of nature. Chieftains, Boyars and those people holding positions of importance would often seek their council in all matters concerning the welfare of the community and their advice was held in high regard always. For this reason, there was often a considerable degree of rivalry between the Volkhvy and the Koldun over the degree of influence that figures within either of these groups may be exerting over such public figures.

In this game, the Volkhvy perform all of the above functions.

Most of their time is spent in:

- * Worship and study of the elemental gods
- * Talking to, gaining the respect of and preserving the elemental spirits within his area
- * Observing the celestial bodies

Their aim in regard to the magical control of the elements is to divert the power of local elemental sprits into spells or manipulations known only to them.

In the section pertaining to the Elemental manipulations and spells, players will find a list of spells and manipulations that they are capable of performing at any time whatsoever, with the only provisio being that they have sufficient Power Points to cover their costs.

The principle prerequisites for a Volkhv character are as follows, a minimum *Mental Strength* of 9, a minimum *Intellect* of 9 and a *Status* of at least 8.

KOLDUN

The Koldun are of infamous reknown, for it is they who through their own vice and avarice, have by means of ancient and mystic arts, sought to bridge and control the gap between the Earth and the Netherworld in their own lifetime. They understand the damnation to which they are condemning themselves at lifes end, yet still they seek to invoke the untold power of the infernal bowel's of base existence to improve their own power and status on the earth. Being treated with awe, they are disdained by the majority of people, save those who for their own malicious designs, do seek to gain their favors and services in order to achieve their desires which may not be accomplished by physical means. The Koldun is a partaker in a profession seen as horridly loathsome and evil

by the broadest cross-section of Christian people. In areas that have adopted Christianity ie the Southern half of Rus, people will treat such characters as the most hated type of outlaw. The hunting down of such characters by Christian Bogatyr's, Warriors, simple farming folk and Svyashchenniks is a forgone conclusion if the character decides to flaunt his abilities publicly in such locales.

Those heathen folk who often require the Koldun's services are warriors in need of magicked weapons and armor, or charms and wards capable of carrying him through battle, or those seeking vengeance upon enemies, or opportunistic speculators wanting to create discord for personal gain. The Koldun being basically of selfish nature, attempts to conjure all manner of horror, by subverting the good aspects of the celestial spectrum and by which he can subdue normal folk and gain tithes from them, to keep such abominations in abeyance. Most of all, their power of profecy is well known and it is for this reason that many seek their council.

The importance of the celestial bodies in both sorcery and prophecy had already been recognized in Greece in the first and second centuries A.D. In the following eight centuries, in the period preceeding the era in which this game is set, this system spread throughout the length and breadth of the European region as well as to the Middle East, largely due to it's accuracy and it's ease of notation. Kolduns worship Khors, the god of white light and master controller of the twelve zodiacs. It is through him that they gain the ability to control the cosmic power of the seven known planets so as to divert them towards their own preconceived goals.

Those who would become Kolduns are either sons of the same, or babies and children stolen in their infancy, or sold to these wretched ones in payment for services rendered.

Their early lives are massive deviations from those of normal children, having been deprived of mixing with their kind. The young Sorcerer has little to do with the warrior based society, within which his would-be bretheren are raised and understands little about the unity of kin and friendship. His mind, over time, develops in potency, yet becomes driven by warped

feelings of isolation and Megalomania. He will develop few friendships in his lifetime and will generally prefer to mix with people of his own ilk, usually to gain an expanded knowledge of the arcane arts or with those Merchants and Rogues who can provide him with the hard to come-by ingredients that he requires to carry out his elder sorceries. He sees his only goal in life as being the enhancement of his personal powers in the area of wizardry and extracting money from the community in various, devious ways so as to fund his occult delvings.

A Koldun character may only be decided upon as a Profession if the character possesses a minimum of 9 in *Mental Strength* and an *Intellect* of 8.

SVASHCHENNIK (Christian missionary priest)



A Svyashchennik is arguably the most difficult of all the character Professions to qualify for in this game. All characters wishing to be a Svyashchennik must possess a *Mental Strength* of 10, an *Appeal* of 10, an *Intellect* of 8 or more and a minimum *Strength* of 6.

All Svyashchenniks will have attended a priesthood seminary in either Tsargrad or in Greece, schooled in the rites of the Christian Orthodoxy and have subsequently been sent on a mission of conversion to the farthest regions of Rus. Only people of pure heart and deed may be capable of undertaking such a life of

hardship and self sacrifice and it will demand the very best of them.

Svyashchenniks will receive a +3 to all *Mental Defense* rolls against Sorcery and Elemental magic in addition to their already high protection against such attack forms.

A Svyashchennik will never mix with a Koldun or Volkhv and, in fact, will be highly likely to arrange the hunting down of such doers of vile acts. Svyashchenniks will mingle freely with Heathens and Christians alike, although he will always be attempting to convert the former to Christianity. Often the Svyashchennik will be found travelling in company with warriors and knights of Holy Rus or Zhuliks with whom he will attempt to set out to defend the virtues of the word of God.

The Svyashchennik never ever advocates violence, but will never shy away from the combating of total evil such as the likes of Dragons, Demons, Ghosts and other ungodly monstrosities. This being the case, the Svyashchennik will never condone the wanton slaying of human beings, but will rarely if ever pass comment about the destruction of the unholy beasts, Kolduns and Volkhvy. Characters who associate with a Svyashchennik must confine their attacks against humans to weaponless combat or else they risk the departure of the priest from their group.

Svyashchenniks do not espouse the use of magicked objects, but will stop short of asking his comrades to do the same. He will however warn them of the dire consequences of turning to such devices for aid, instead of to the Lord God.

When in combat against human beings, the Svyashchennik will always attack so as to stun or render unconscious his opponent, never kill him. This is done as per the weaponless combat rules. Additionally, the Svyashchennik may use a staff, but it will only be used in such a way as to cause losses in consciousness points when it strikes. All Svyashchenniks will be able to accumulate CAF bonuses with incremental rises in levels. For game purposes all damage dished out in the form of Consciousness Points should count as combat experience for the Svyashchennik and it must be noted by him each time he attacks. This accumulation of Combat Points should be meticulously recorded by the player.

The Svyashchenniks have been chosen by God to carry out his good works on the Earth, to spread the word of the Gospels and to combat the evil beasts that inhabit the lands of Rus.

To aid them in their tasks, God gives these individuals the ability to channel Holy Miracles. Holy Miracles are only possible by beseeching both God, the Angels and the Saints by sincere prayer to yield their almighty power so as to aid others in need or to slay malign foes. God does not ever grant these miracles simply at the request of the Svyashchennik and will never grant them if there is some self-benefiting reason behind such prayer. Once having decided to become a Svyashchennik, the Priest may never descend to an impure life by flagrant abuse of the commandments and the teachings of God and Jesus. If the Svyashchennik does so, he will irrevocably lose all chance of ever channeling a Holy Miracle sent by God.

PIETY POINTS

Any notable actions taken by the Svyashchennik in the course of his missions of conversion will always be noted by the Arbitrator in the form of Piety Points. Listed below is a table indicating numerous deeds and beside them shall be a point value in Piety Points. Every time a Svyashchennik performs one of these deeds or thoughts the appropriate Piety Point value should be noted on the Arbitrators secret list of Piety Points. This list should carefully be administered by the Arbitrator and he should ensure that the player of the Svyashchennik character never, repeat never, sees the full number of Piety Points that he or she has accumulated during the course of the character's religious career. These points that the Svyashchennik is accumulating are a true measure of his purity and piety in the eyes of God and as such are a measure of his suitability to channel the Holy Miracles imparted by the Lord. Every time a Svyashchennik prays to heaven for God's aid in performing specific works on the Earth, the Svyashchennik will have to expend a prescribed amount of Piety Points, which, as mentioned, are listed next to the Holy Miracles and their descriptions. The Arbitrator must subtract this amount from the Svyashchenniks Piety Point tally and then roll a 1 Dc10. A roll of 1 shall indicate that God has smiled upon the Svyashchennik and granted him the ability to chan-

nel or direct Gods Holy Miracle and the Arbitrator must subtract the full Piety Point cost of the Holy Miracle from the players ongoing secret Piety Point tally. On a roll other than 1, God will not grant such a miracle. In such instances the Arbitrator must subtract the base Piety Point cost of the request for the granting of a Holy Miracle, but need not take off the additional number of points stipulated by the Holy Miracle.

It is recommended that people wishing to play this type of character should read up on the lives and works of the Christian Saints both from Rus and elsewhere in Christendom.

There are no limits as to the number of times a Svyashchennik may plead for the Lords divined intervention by means of a Holy Miracle, but bare in mind that Piety Point tallies will rapidly deteriorate if characters are too quick in asking for constant intercession.

DEEDS*

Conversion :	20
Baptism :	20
Banish Unholy Beast :	LP tally of Beast
Exorcism :	LP tally of the Beast
Spreading the Word of God :	5
Burial :	10
Charity :	10
Chastity :	10
Sharing :	10
Personal Sacrifice :	10
Bad Deed :	-10
Impure Thoughts or Lust :	-5
Murder :	Stripped of all abilities
Lying :	-5
Turning a blind eye to the needy :	-20
Hording Personal Wealth :	-20
Worship of other Gods :	Stripped of all abilities

The Piety Point awards and penalties listed are rough approximations only and they should be modified in accordance with the relative degree of good or malign intent on the part of the player. For example, the Svyashchennik walks through a wheatfield and notices an old peasant woman struggling beneath the burden of her work. He decides that it would be most Christian in spirit to allow her to go home, whilst he carries out her reaping chores for the next week. Normally this would

be considered as personal sacrifice, which is worth 20 Piety Points. Due to the degree of personal sacrifice by the Svyashchennik, this would probably be worth 30 or even 40 Piety Points. If, on the other hand he decided to walk on by and leave her to her plight, the Svyashchennik would probably suffer a loss of -20 Piety Points. The awarding of Piety Points is something that the Arbitrator must give careful consideration to and in every case, he will have the final say. When asked by other members of an adventuring party to ask God to heal them and so forth, the player of a Svyashchennik should be discerning in regard to the motives for such a request. If the player feels that the person asking for this aid is in some way trying to pervert the good grace in which it is given, he is quite within his rights to refuse.

***If at any time, the character's secret tally of Piety Points is reduced to zero he will automatically be prevented from ever being granted the power to channel a Holy Miracle.

When a player sets out with his Svyashchennik character, it is highly advisable for him or her to direct the character almost totally to the carrying out of Gods work. This will allow him to accrue a large number of Piety Points with which to draw upon in prayer.

HOLY MIRACLES

1. The Holy Miracle of Healing.

Prayer Cost: 100 Piety Points plus 1 Piety Point for every Life Point healed.

If this Miracle is granted by God, it will cure all damage sustained by a character, including the healing of disease or other afflictions such as blindness, deafness or paralysis. Unlike other forms of healing, the Holy Miracle of Healing also has the ability to replace damaged and lost appendages.

2. The Holy Miracle of Banishment

Prayer Cost: 50 Piety Points plus 1 Piety Point for each Life Point of the beast banished. The banishment will effectively banish from the earth any magical or unholy beast other than beasts of the Underworld.

3. The Holy Miracle of Exorcism

Prayer Cost: 60 Piety Points plus 1 Piety Point for each Life Point of the Demon Exorcised. This Miracle will instantly expel Demons who have possessed the bodies of unfortunate people.

4. The Holy Miracle of Laying to Rest

Prayer Cost: 50 Piety Points plus 1 Piety Point for each Life Point of the Underworld beast layed to rest. This Miracle will automatically lay to rest and banish from the Earth any Ghost, Demon, Vampire, Skeleton, Blood wraith or Leshy for example.

5. The Holy Miracle of Blessing

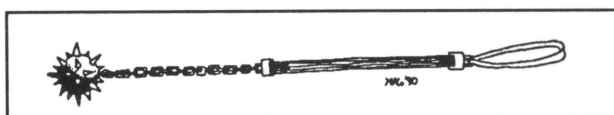
Prayer Cost: 30 Piety Points. If a weapon is blessed by a Svyashchennik, it will be with the understanding that it will be used only against non human foes. Such a weapon would impart an automatic bonus of +20 CAF for ten blows only. Be sure to keep a strict account of the number of blows dealt out by a blessed weapon. Thereafter, the weapon will lose it's blessing and revert back to being a normal sword. If a person is blessed, he or she will be able to add up to +2 to all combat and physical survival die rolls over a period of three days, after which time, the character will lose the full effects of the blessing. If the character uses his or her blessing against human targets other than Koldun or Volkhvy, the blessing will be lost. If the Svyashchennik uses this Miracle to bless himself, the Arbitrator must immediately subtract an additional 50 Piety Points from the character's tally.

6. The Holy Miracle of Finding Evil

Prayer Cost: 30 Piety Points plus 1 Piety Point for every Life Point possessed by the evil prescence. By means of this Miracle, the Svyashchennik has the capability to detect the prescence and or approximate location of all magical beings, creatures of the Underworld or even Kolduns or Volkhvy. The Svyashchennik need not be in visible range of the creature in question but it will only be effective to ranges of up to 400 metres of the Svyashchennik.

7. The Holy Miracle of Protection

Prayer Cost: 20 Piety Points plus 1 Piety Point for every Life Point possessed by the creature to be protected against. The Holy Miracle of Protection will protect the recipient against all forms of attack by the creature which it was intended to protect against.



8. The Holy Miracle of Lifting Curses

Prayer Cost: 40 Piety Points. If God bestows this miracle, it will immediately lift all curses cast by Sorcerers or Demons.

ADDITIONAL SKILLS

During the life of a character in olden Rus there were a whole host of other skills besides his or her professional skills that a person could acquire during his or her lifetime and these are as follows:

Tracking

Trapping

Tribal customs

Horseriding

Skiing

Plantrecognition

Foreign and Slavic tribal battle standards

Climbing

Geography

Smithing

Natural medicines

Music

Legends

Mechanisms

Sleight of hand

When rolling up a character, every player must roll for each of the above skills, in turn, to ascertain if he or she possesses one or more of them. If a character is successful in acquiring a skill, then he needs to roll 1Dc6 and multiply that by the character's *Intellect*. This value determines how proficient the character is at that skill. eg. A character has rolled the required percental value on the Tracking, now he rolls 1Dc6 and the outcome is a 5. Since his *Intellect* is 9, $5 \times 9 = 45\%$. This means the character has a skill of 45% in tracking. As a rule of thumb, this is the character's chance of performing actions within the umbrella of that skill. Additionally, some skills will require a second or subsequent roll to determine the special feats imparted by certain skill scores. Other skills may require extra rolls in order to determine the exact ceiling of a characters ability.

Arbitrators have the final say in what a character can and cannot do with his special skills and players should be mindful of this fact.

TRACKING

Is the ability of a given character to identify various types of animal tracks, discern both the condition of the said animal and how fresh they are. Furthermore, the Tracking skill imparts upon a character the capability to stalk his prey over all types of terrain without alerting his quarry to the fact that it is being pursued. When within firing distance of his prey, the Tracking skill confers upon the bearer the ability to avoid being detected by scent, visual sighting or otherwise. This includes the skillful use of hunting blinds, staying down wind, knowing when, and when not to remain still e.t.c. The following table is to be rolled upon under the respective Profession of the character to determine firstly if the character has any degree of expertise in the following skills.

	% Chance
Bogatyry	20
Boets	90
Zhulik	75
Koldun	07
Volkhvy	05
Svyashchennik	08

TRAPPING

Trapping is an extremely useful skill to have acquired since it shows the prowess of a character in regard to his ability to trap game primarily for their pelts, but also for food when meat stocks are running low. This skill is a measure of one's ability to not only make and set traps, but to put them in locations more likely to ensnare animals sought after by the character. Additionally, the Trapping skill allows a character to preserve the value of his pelts by virtue of his or her knowledge of skinning and tanning techniques, as well as aptitude in trapping methods less likely to damage pelts. The following tables give (1) The characters chance of knowing the art of trapping and, (2) The sale price modifications to ones pelts.

	% Chance
Bogatyry	15
Boets	85
Zhulik	75
Koldun	20
Volkhvy	05

Svyashchennik15

When looking up pelt prices in the section of the players book pertaining to Commonly Traded Goods (q.v) it is important to note that those figures listed are for pelts in 100% mint condition, caught by trappers who make this their professional livelihood. Consult the table below to determine if pelts caught and processed by the character will maintain their listed value, or be of decreased value due to the characters lackluster trapping and skin preparation skills.

Skill Level	Sale Price Modifications
01-30	One quarter listed pelt sale price
31-60	One third listed pelt sale price
61-90	Half listed pelt sale price
91-100	Listed pelt sale price

TRIBAL CUSTOMS

This skill allows a character to better interact with people of the other Slavic tribes due to his knowledge of their customs. People of the other tribes will always be more well disposed towards those characters who have a knowledge and respect of their customs. This is also of benefit when characters are attempting to pursue formal or legal dialogue with high ranking village officials. When parleying with such people, the character will receive modifications to the Disposition rolls of the people or officials as listed below. This skill should be considered to encompass the full range of Slavic tribes. The table below indicates the chance of having such an ability dependant upon the characters Profession.

	% Chance
Bogatyry	50
Boets	10
Zhulik	30
Koldun	15
Volkhvy	85
Svyashchennik	85

Skill Level	Disposition Roll Modifier*
01-30	+1
31-60	+2
61-90	+3
91-00	+5

*These are a list of modifications to the Disposition die roll of other Slavic people with whom the character is dealing or conversing.

HORSE-RIDING



Is an indication of a characters prowess on horseback, as well as his or her ability to judge the capabilities and sale price of horses. Horse-riding is further indicative of the characters skill in performing tricks and complex maneuvers when mounted, including, but not limited to, picking up objects at the gallop, jumping either side of the horse when riding, hanging from the underside of a moving horse and standing in the saddle. Although prowess in horse-riding does not enable the character to suppress a horses bad habits, it is fundamental in the utilisation of special abilities that may be possessed by a steed.

	% Chance
Bogatyry	Automatic
Boets	10
Zhulik	30
Koldun	10
Volkhvy	10
Svyashchennik	10

Skill Level	No of special horse skills usable by the rider.
01-30	1
31-60	2
61-80	3
81-90	4

91-00 5

SKIING

Is a mode of transportation which has long been adopted by the peoples of Europe and Asia to cross the wide inhospitable regions of snow that strangle their lands during the harsh winters. It is a means of travelling over snow at a pace that is probably twice as quick as on foot for the unskilled user. All characters that have lived any amount of time in the more Northern regions of Rus will have had to use skis at some time or other, but mainly as a means of enhanced walking.

In game terms, all characters besides those with Skiing ability will be able to double their movement rate across snow ie walking speed.

The business of fast and maneuverable skiing is strictly within the realm of those who possess Skiing ability. The chance of having acquired Skiing ability in the past is largely determined by the characters Profession and this may be determined on the table below.

The skiing speed of a character over snowy terrain will be increased in accordance with his or her actual Skiing score.

For every minute that a character is skiing at any great pace, it will be necessary to roll his or her Skiing ability or less in order to remain balanced and prevent toppling over into the snow. This roll also reflects the characters ability to dodge obstructions in his path and navigate his way through tricky patches of ground. The characters ski speed may be referenced and ascertained on the Skiing Abilities table.

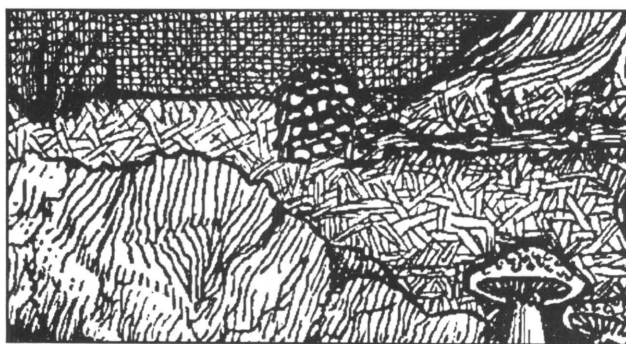
	% Chance
Bogatyr'	10
Boets	80
Zhulik	80
Koldun	20
Volkhvy	10
Svyashchennik	40



Skill	Skiing Ability
01-30	Triple Speed
31-60	Four times Speed
61-90	Five times Speed
91-00	Six times Speed

PLANT RECOGNITION

This skill relates to the individuals competence in finding and recognizing plants, together with his knowledge of any possible toxins contained in them. When short of food in the wild, the character is adept in locating and cooking edible greenery, fungi, roots, berries and nuts.



	% Chance
Bogatyr'	05
Boets	80
Zhulik	70
Koldun	95
Volkhvy	96
Svyashchennik	70

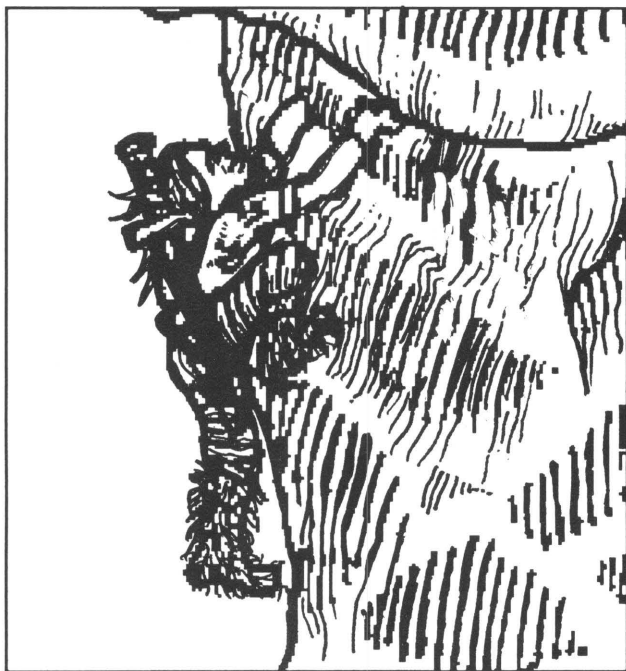
FOREIGN BATTLE STANDARDS

Is a skill by which a character may readily and quite accurately identify the combat troops of the many Slavic and foreign groups that on the odd occasion deploy soldiers to fulfill a multitude of combat roles in the regions and border areas of Rus. The character achieves this largely through his ability to discern the tribal origins of battle standards, armor, shield and fabric motifs.

	% Chance
Bogatyr'	95
Boets	85
Zhulik	75
Koldun	05
Volkhv	05
Svyashchennik	05

CLIMBING

Can be an extremely hazardous passtime for those not well versed in it's skills. All characters have a basic ability to climb and this figure is the sum of his or her



Strength + Agility + Stamina + Intellect, all added together. This shall be known as the character's Base Climbing Score.

The Climbing skill reflects the degree of a character's above average ability to scale walls, trees or rockfaces without falling, by making the best possible use of available equipment, climbing judgement, hand and footholds.

To find out if a character has any above normal aptitude in climbing it will be necessary to roll on the following table. If the roll is successful, then the character must generate his actual skill score. Having done so, the player must consult the table thereafter and add the listed value to his Base Climbing Score. This is the character's chance of climbing certain surfaces. Any roll for an attempt at climbing a particular surface should indeed be modified in accordance with the relative complexity of the climb.

	% Chance
Bogatyry	05
Boets	10
Zhulik	100% .
Koldun	05
Volkhvy	05
Svyashchennik	05

Skill Level Modifications to Skills

01-30	Add 10% to Base Climbing Score
31-60	Add 20% to Base Climbing Score
61-80	Add 30% to Base Climbing Score
81-90	Add 40% to Base Climbing Score
91-00	Add 50% to Base Climbing Score

GEOGRAPHY

Is a measure of a character's total knowledge regarding the physical location of various towns, villages, cities, mountain ranges, gorges, swamplands, rivers, creeks e.t.c. The character endowed with this skill will of course be an invaluable asset to a band of roaming adventurers, since he is best able to give them travelling directions and navigate them through territories for which he has a reasonable knowledge. The Geography skill will also give the character a good grounding in information such as city or town populations, landmarks, borders and border markers, roads and paths. To calculate if a character has been schooled in geography, the player or Arbitrator must roll on the following table.

	% Chance
Bogatyry	40
Boets	20
Zhulik	70
Koldun	60
Volkhvy	80
Svyashchennik	80

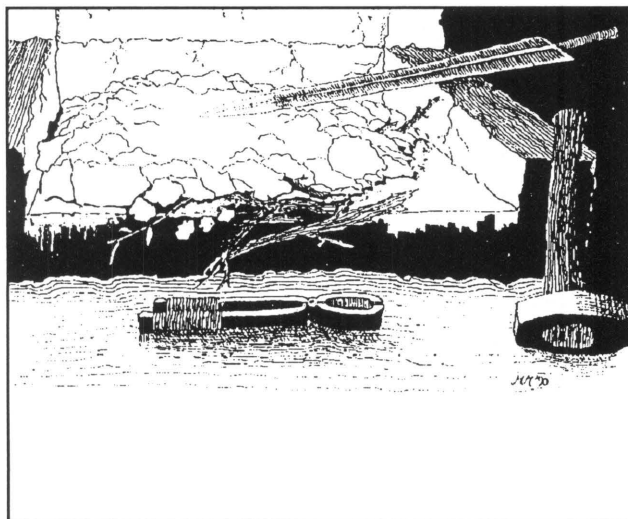
SMITHING

Is a character's ability to operate a forge, refine metal ores and generally work metal so as to produce a given product. Firstly, it must be ascertained if a character has acquired such an ability. If a person is successful in rolling this skill, then the second table must be consulted to get an idea of the type of metal working tasks that may be performed by the character.

	% Chance
Bogatyry	05
Boets	05
Zhulik	05
Koldun	05
Volkhvy	35
Svyashchennik	05

Skill Level

01-30	Arrow heads, Horse shoes, Nails, Stirrups, bits
31-60	Plough shares, Scythes, Hammers, Tools, Spurs
61-90	Armor, Swords, Axes, Shields, Chains
91-00	Exquisitely intricate metal jewellery



** The character is capable of fabricating only those objects listed under his Smithing score and less. The character must roll his Smithing score or less each time that he is wanting to create a metal object. The failure of the roll will indicate that the finished product is flawed to a certain degree. In such cases it will be necessary for the character to discard, re-make or repair the said item.

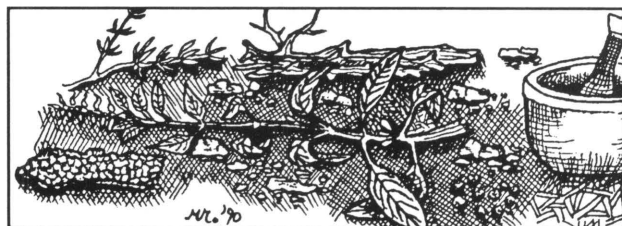
NATURAL MEDICINES

Within Rus there has always been a great degree of reliance upon naturally occurring herbs, fungi and bodily organs of certain animals to provide remedies for many forms of illnesses and ailments. The Natural Medicines score of a character shows his or her level of competence in diagnosing the type of illness being suffered by the patient and deciding upon the most appropriate method of relief or cure. The character must then procure the required ingredients and attempt to affect the said treatment. A failed die roll when rolling for the successful treatment of a patient indicates that the character does not possess enough knowledge of the ailment

to cure it, or indeed that it is not possible to cure at all by means of natural medicine.

This skill is also of great benefit when treating fellow characters for cuts and bruising received in battle (q.v Natural healing of wounds). Depending of course upon the character's skill score in the field of natural medicine, he may be able to accelerate the rate of natural healing by means of sterile peat moss bandages for instance, or careful suturing and stitching. This being the case, it will be necessary for the player to roll his Natural Medicines score or less on the percentile die when he is attempting to tend the wounds of people. If the roll is successful, then the rate of healing will be adjusted as per the figure listed under the characters exact ability score.

If the roll is unsuccessful, then the wound will only heal at the normal rate.



% Chance

Bogatyr'	20
Boets	10
Zhulik	25
Koldun	55
Volkhvy	85
Svyashchennik	70

Score	Improved Healing rate
01-30	+1 Life Point every 3 days
31-60	+1 Life Point every 2 days
61-90	+1 Life Point every day
91-95	+2 Life Points every day
96-00	+3 Life Points every day

MUSIC

Is usually the realm of the Volkhvy, largely because it is an integral part of their training in the summoning and charming of Elemental spirits, especially the Elemental spirits of the Air. Below is a table indicating the chances of a given character possessing the ability to play music.

The second table indicates the number of instruments that a character may play, depending upon his Music skill level. Having calculated the number of instruments that a character may play, it will be necessary to roll for the exact type of instrument(s) that he or she is familiar with on the next subsequent table.

	% Chance
Bogatyry	20
Boets	05
Zhulik	10
Koldun	20
Volkhvy	95
Svyashchennik	80

Score	
01-30	1 Instrument
31-60	2 Instruments
61-90	3 Instruments
91-95	4 Instruments
96-00	5 Instruments

Score	
01-10	Roga
11-20	Zither
21-40	Nakra
41-60	Horn
61-80	Balalaika
81-00	Flute

LEGENDS : Is an ability which shows that a character has accumulated a degree of knowledge relating to heroic and sometimes obscure past happenings. There are no special skills attached to this skill other than that a character may be fed extra information by the Arbitrator on those odd occasions when there are legends to be told. The ability score of a character is his chance of knowing anything else about any legend.

	% Chance
Bogatyry	20
Boets	15
Zhulik	40
Koldun	35
Volkhvy	50
Svyashchennik	40

MECHANISMS

By J. Caruso

Characters have a good knowledge of mechanical devices from their studies and travels (mainly through the technologically advanced Arabic countries). From this knowledge, they have the ability to repair mechanical items, set up mechanical traps or immobilise them and even pick mechanical locks. The character's ability score is his or her chance of successfully carrying out any one of the above mentioned tasks.

	%Chance
Bogatyry	05
Boets	05
Zhulik	75
Koldun	05
Volkhvy	05
Svyashchennik	05

SLEIGHT OF HAND

By J. Caruso

With this skill, a person can remove an item from another person's body. It can be a purse, a map, a small vial etc. It is done by means of light contact against the victim. The chance of removing physically bulky items will be so difficult, as to be impossible without further distractions from the character's comrades. To achieve feats of this kind it is a matter of rolling the character's skill or less on the percentile die.

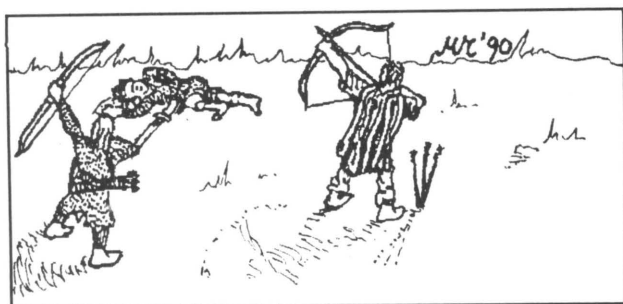
	%Chance
Bogatyry	05
Boets	10
Zhulik	80
Koldun	05
Volkhvy	05
Svyashchennik	05

LIFE POINTS

By J. Caruso

Life Points represent the amount of physical damage that a character can sustain in combat before death occurs. The character's *Stamina* and *Strength* govern the amount of damage that he or she can take. Another governing factor is the Rank or Power Grading of the character. This reflects that a more combat seasoned

character can react to a combat scenario so as to reduce the amount of damage that could have been inflicted. Thus Life Points (LP)= Strength+ (Rank or Power Grading) eg. if a character is a Rank 6 Boets and his abilities are *Strength* 9, *Stamina* 7, then the number of LP is $9+(7 \times 5)=44$ LP.



POWER POINTS AND SORCERY.

Power points are an integral part of the spell systems employed by both the Koldun's and the Volkhvy.

In the case of a Koldun, the Power Points are indicative of a given characters capability to channel the cosmic powers attributable to the main celestial bodies. These cosmic essences are what provides the actual energy for all sorcery performed by the Koldun. Hence, they are a measure of the amount of cosmic energy that may be channeled through the mind and body of a Koldun. If we accept that any normal human being has natural blockages to the passage of these cosmic energies and that the constant passage of these energies clears such blockages, then it is not difficult to realise that the Power Points of a character will increase in proportion to the disappearance of these obstructions to the free passage of said energies. Every spell that is cast by a Koldun, for instance, however simple it may be, will gradually contribute to the characters ability to channel these cosmic powers by means of clearing these obstructions and so, it stands to reason that the more spells that a character has cast in his professional lifetime, the more adept he or she is at diverting the celestial powers towards a predetermined goal. Whenever a Koldun casts a spell, he will receive what are known as Magic Points, which are in themselves a quantitative measure of the amount of celestial power that has been channeled through his or her body. The Power Grading table shows the player the exact amount of casting experience that is required

in order for the character to be taken up to the next Power Grading and the subsequent increase in Power Points that that entails.

Magic is largely the result of rituals which have been designed to invoke celestial influences conducive to a prescribed outcome. These celestial influences are molded and tempered by the *Mental Strength* or willpower of the character, which is a prime catalyst in allowing the materialization of the spell. Thus, Power Points are a combination of the characters *channeling* ability and his or her ability to will the magic into existence on this world. For this reason, the incremental rises in a character's Power Points that occur from time to time, due to the channeling experience that he has managed to acquire, will also attract a bonus of additional Power Points, which are granted as a direct result of a character's superior *Mental Strength*.

POWER POINTS AND ELEMENTAL MAGIC.

Although the Elemental spirits are the energies utilized by the Volkhv in any give Elemental manipulation, the true source from which the Volkhv gains the power to control them is the elder Elemental Gods. Power Points in Elemental magic are a measure of the amount of divine power that the Volkhv is capable of channeling towards forcing Elemental spirits to perform specific tasks and combinations. The Volkhvy too are the recipients of Magic Points for manipulations performed. The analogy of Magic points being likened to an electrical meter reading is very close to the truth. Every Elemental manipulation or spell that has been channeled through his body shall be equated to a given quantity of divine energy. The sum total of the amount of energy or power that has been channeled through the casters body is recorded in the characters Magic Point tally. At certain thresholds, characters will receive an increase in their Power Points due to their cumulative experience in channeling the energies and the disappearance of mental obstructions to the divine power at these given thresholds.

Additionally, the *Mental Strength* is an extremely important factor in the control of said spirits, since it is the Volkhv's mind that aids in bending them towards his personal requirements. The character's normal Power Point bonuses will be added every time there is an

increase to the character’s Power Grading in order to augment the amount received due to his or her channeling ability.

DEMEANOR ROLLS

Whenever players encounter other people within the framework of this game there will be, as in real life, a great number of responses that they may receive upon first meeting. Demeanor Rolls should be instigated whenever deemed necessary by the Arbitrator on the table below. It also needs to be mentioned that the resulting roll should always be read in the context of the situation in which such a roll was warranted.

DEMEANOR TABLE

- 1 Disgruntled and contemptuous of the character
- 2 Not well disposed towards the character
- 3 Disinterested
- 4 Withdrawn, but well disposed towards the character
- 5 Relates to the character in a friendly manner
- 6 Rather amiable towards the character

NAMES, PATRONYMICS AND FAMILY NAMES

In RUStm, all players will be required to pick a name, which thereafter will be the name by which their character is known or referred to. The character’s gender is of particular importance, since all patronymics and family names will be modified according to their sex.

MALE NAMES

NAME	NICKNAME	PATRONYMIC (MALE)
ALIJSYEV	ALYOSHA	ALIJSYEIVICH
FYODR	FEDYA	FYODROVICH
IVAN	VANYA	IVANOVICH
DMITRY	DIMA	DMITRIYEVICH
VIKTOR	VITYA	VIKTOROVICH
VASILY	VAS’KA	VASIL’YEVICH
ALEKSANDR	SASHA	ALEKSANDROVICH
GIYORGIY	YOORA	GIYORGIYEVICH
IL’YA		IL’ICH
BORIS	BORYA	BORISOVICH
GRIGORIY	GRISHA	GRIGORIYEVICH
EVGYENIY	ZHENYA	EVGYENIEYEVICH
YAKOV	YASHA	YAKOVLEVICH

PAVEL	PASHA	PAVLOVICH
KONSTANTIN	KOSTYA	KONSTANTINOVICH
NIKOLAY	KOLYA	NIKOLAYEVICH
SIRGYEY	SIRYOZHA	SIRGYEYEVICH
GENNADIY	ZHENYA	GENNADIYEVICH
MIKHAIL	MISHA	MIKHAILOVICH

FEMALE NAMES

NAME	NICKNAME
ALEKSANDRA	SHOORA
EKATERINA	KATYOOSHA
MARIYA	MASHA
IRINA	IRA
TAMARA	TOMA
ELYENA	LYENA
SOFIYA	SONYOOSHA
TAT’YANA	TANYA
NATALIYA	NATASHA
VALENTINA	BALYA
SVYETLANA	SVETYA

FEMALE PATRONYMICS

VASIL’EVNA
ALEKSANDROVNA
GIYORGIYEVNA
IL’INICHNA
BORISOVNA
GRIGORIYEVNA
EVGYENIEYEVNA
YAKOVLEVNA
GENNADIYEVNA
MIKHAILOVNA
SIRGYEYEVNA
PAVLEVNA
KONSTANTINOVNA
NIKOLAYEVNA
ALEKSYEIVNA
FYODREVNA
IVANOVNA
VIKTOREVNA
DMITRIYEVNA

FAMILY NAMES (SURNAMEs)

If the character is female, players should add -A to the end of all surnames.

i.e Yablikov (MALE) + A = Yablikova (FEMALE SURNAME)

YABLIKOV	KULAKOV	RYBAKOV
SHAPOSHNIKOV	MIKHAILOV	MASLOV
TIKHONOV	LOSHADYEV	RABOV
CHENOV	DONSKOY	CHEKHOV
MEDVEDYEV	NIKOLAYEV	RYZHOV
ZHUKOV	SERYEEV	
BOLOV	FEDOROV	
LEBVEDYEV	PRESTUPNIKOV	
KAPOSHALOV	ZHALOV	
POPOV	VINOGRADOV	
KUZNYETSOV	SIMONOV	
KIRPICHNIKOV	GLUPOV	
BURLAKOV	STAKANOV	
BELOV	KARASYEV	
SOBACHNIKOV	KAKUFKIN	
IVANOV	LUKIN	
PAVLOV	CHERNOV	

GRATUITOUS TITLES THAT PLAYERS MAY WISH TO BESTOW UPON THEMSELVES.

GROZNIY = THE TERRIBLE
KRASAVYETS = THE HANDSOME
VELIKAN = THE GIANT
CHESTNIY = THE HONEST
CHYORNIY = THE BLACK
OOMNIY = THE CLEVER
BYSTRIY = THE QUICK
SMELIY = THE BOLD, THE BRAVE, THE COURAGEOUS
SLAVYANIN = THE SLAV
SKUPOY = THE STINGY
OTLICHNIY = THE EXCELLENT
PREKRASNIY = THE SPLENDID
GRYAZNIY = THE DIRTY
ZVYER' = THE BEAST
OBMANNIY = THE FRAUDULENT
OOZHASAYOOSHCHII = THE AWFUL, THE APPALLING, THE GHASTLY
OBMANSHCHIK = THE DECEIVER

OSA = THE WASP

RANDOM CHARACTER GENERATION

From time to time you will need to randomly generate a character on the spur of the moment, either for an impromptu encounter or when planning out an adventure at short notice. To do this is a relatively simple matter as long as you adhere to the required format for rolling up such characters, which is as follows :

1. Roll the characters *Strength*, 1Dc6+4. If the character is either a Bogatyr' or a Boets, then add a further 1 Dc6 to the said character.
2. Roll the characters *Stamina*, 1Dc6+4
3. Roll the characters Profession and Rank or Power Grading on the Profession and Power Grading tables, respectively. If the character's Profession is already known then simply roll for his or her Power Grading.
4. Go to the CDF section.
5. Go to the CAF section.
6. Roll for the character's weapons.
7. Roll for the possibility of Magicked Objects, on that table below; if necessary go to the Magicked Objects section to ascertain the specific item. At the discretion of the Arbitrator, all Randomly Generated Characters should be treated as unaspected with regard to the use of Magicked Objects.

Profession Table

01-04	Bogatyr'
05-65	Boets
66-85	Zhulik
86-90	Koldun
91-97	Volkhv
98-00	Svyashchennik

Rank and Power Grading Table

01-50	1st Rank or Power Grading
51-61	2nd Rank or Power Grading
62-72	3rd Rank or Power Grading
73-82	4th Rank or Power Grading
83-93	5th Rank or Power Grading
94-95	6th Rank or Power Grading
96-97	7th Rank or Power Grading

98	8th Rank or Power Grading
99	9th Rank or Power Grading
00	10th Rank or Power Grading

The Possibility of possessing Magicked Objects

	1	2	3	4	5	6	7	8	9	10
Bogatyř	05	10	15	20	25	30	35	40	45	50
Boets	02	04	08	12	16	20	24	28	32	36
Zhulik	06	11	16	21	26	31	36	41	46	51
Koldun	08	16	24	32	40	48	56	64	72	80
Volkhv	05	10	15	20	25	30	35	40	45	50
Svyashchennik	Not applicable									

If a Magicked object has been rolled, then there is a second roll to be done. This roll is to determine the exact number of items possessed and it should be done with the percentile die.

- 01-50 1 Magicked object
- 51-70 2 Magicked objects
- 71-90 3 Magicked objects
- 91-00 4 Magicked objects

Bearing in mind the moral and Christian standpoint of the Svyashchennik in olden Rus, all Svyashchenniks will refrain from ever using Magicked objects. The Svyashchennik will always attempt to convince other Christian characters that the use of such objects is unholy but, by the same token, he will not force them to forsake such



items since he is aware that God himself gave man the right of free will, albeit to the detriment of the character's salvation possibly.

If successful in rolling a magicked item or a number of them, the Arbitrator should progress on to the Magicked objects section in order to reconcile the exact nature of the item or item's possessed.

HEIGHT AND WEIGHT TABLE

Male Characters

To determine the height and weight of a character it is simply a matter of rolling a percentile dice and finding the height associated with that score. All that is then needed is to cross-index the character's height with their own *Strength* score, which is listed at the head of the table. This gives the character an indication of his or her weight and body frame size. All heights are given in centimetres and all weights are in kilogram

		STRENGTH		
		2-6	7-10	11+
%Roll	Hgt	small	medium	large
1-8	160	57	60	63
9-18	165	60	63	68
19-29	170	63	68	73
30-59	175	68	73	76
60-71	180	72	76	81
72-81	185	76	82	89
82-91	190	82	89	93
92-99	195	89	93	98
100	200	93	98	102

Female Characters

1-8	145	45	47	50
9-18	150	47	50	54
19-29	155	50	52	57
30-49	160	51	54	59
50-72	165	53	57	60
73-83	170	57	60	63
84-94	175	59	63	67
95-100	180	63	67	71

AGES

Players may generate the age of their character by rolling a 1 Dc10 and adding 20.

LANGUAGE AND WRITING

In **RUStm** of the 10th Century there were no doubt countless dialectal forms and language divisions, but for the purpose of simplicity, language has been divided into several linguistic groups rather than individual languages.

1 The Slavic group which is spoken in the vast area of Rus. All languages spoken by the multitude of Slavic tribes will be a component of this language group. The Bulgars of modern day Bulgaria are also party to the Slavic language group.

2 The Indo-Iranian group which is spoken in the Caucuses and to the south and south-east of that area.

3 The Balto-Slavic group which is spoken along the south-eastern Baltic shores by the Letts of modern day Latvia as well as those peoples of Lithuania.

4 The Finno-Ugric group is spoken in Estonia, the Finnish lands, amongst the Lapps of the Arctic circle and amongst the Magyars of Hungary.

5 The Teutonic group is used amongst the Danish, Swedish, Norwegians and Germans.

6 Greek

Players should determine if their character has any other language from outside the Slavic group also.

Listed below is a table of the various Slavic tribes that a character may belong to, together with a row of letters which have been duly assigned to a variety of

languages outside the Slavic group. When the tribal group to which the character belongs is cross-indexed with these letters, it will give the base chance for a character knowing the spoken language of other nationalities who live on the borderlands of Rus. This number or less should be rolled on a percentile die to achieve knowledge of that language. All Zhuliks will receive a +5% adjustment to those listed on the spoken languages table.

a	DANISH
b	SWEDISH
c	NORWEGIAN
d	GERMAN
e	ARMENIAN
f	GEORGIAN
g	ARABIC
h	FINNISH
i	LAPP
j	MAGYAR
k	GREEK
l	LATVIAN
m	LITHUANIAN
n	ESTONIAN

Next, the player should roll the percentile die, again, to determine the exact spoken fluency rating of the character in the said language. This base figure should be in turn modified by the character's *Intellect*

	a	b	c	d	e	f	g	h	i	j	k	l	m	n
RADIMICHIAN	01	01	01	01	01	01	03	02	01	05	10	20	20	08
VOLYNYANYEN	01	01	01	09	01	01	01	02	01	30	03	40	50	15
SEVERYANYEN	01	01	01	01	01	03	03	02	01	05	08	03	03	01
DREVLANYEN	01	01	01	01	01	01	01	02	01	05	03	03	03	01
MERYAN	02	05	02	03	01	01	01	60	10	01	01	01	01	01
POLOCHANYEN	01	10	05	10	01	01	01	20	02	03	01	60	60	50
POLYANYEN	01	01	01	01	01	01	01	02	01	05	03	03	03	01
ILMEN SLAV	18	40	35	01	01	01	01	85	25	01	01	08	08	50
KRIVICHIAN	01	03	02	01	01	01	01	15	01	01	01	01	01	01
YATVAGIAN	01	01	01	09	01	01	01	02	01	25	02	43	50	15
VYATICHIAN	01	01	01	01	01	01	01	15	01	01	01	01	01	01
VOLGA BULGAR	01	01	01	01	01	01	01	20	01	01	01	01	01	01
MUROMAN	01	01	01	01	01	01	01	20	01	01	01	01	01	01
MESHCHERAN	01	01	01	01	01	01	01	20	01	01	01	01	01	01
VES	22	45	35	01	01	01	01	95	30	01	01	01	01	03

SPOKEN LANGUAGES TABLE

Players should make a careful note of those foreign languages in which he or she has any degree of fluency.

WRITING

[illegible]

Until the time of the formulation of the Cyrillic alphabet by the Apostle St Cyril in the 9th Century, the people of Rus had no formal writing system of their own. Even in the 10th Century, more than a hundred years after it's inception,

the Cyrillic writing system was not in widespread use amongst the slavs. In the game RUS, the Cyrillic alphabet will be found mainly confined to areas that had accepted the Christian faith and to places that have had contact with travelling Byzantine missionaries. This roll may be achieved by rolling 1 Dc10 and disregarding 8, 9 or 10.

ОН НАМ ПОМОЖЕТ, НО МЫ ДОЛЖНЫ
ЗАПЛАТИТЬ ЕМУ СТО ЗОЛОТЫХ МОНЕТ

ИВАН



MAPS

In a geo-political sense Rus of the 10th Century was vastly different from the Soviet Union as we know it today. It was a nation of peoples from various scattered tribes who had only relatively recently been united under the Tsar' Rurik and Rus consisted primarily of small rural community and family-based settlements, as well as towns and all of which were cemented together by the immense powerbases of the Kievan and Novgorodian city states.

Many of these towns and villages were fortified enclaves supported by their agrarian roots and linked to the outside world by trails roughly hewn through the thick forests. Many of these tracks were cut out so as to follow the annual paths of a given star and these ubiquitous meandering trade routes interspersed the vast and timeless tracts of wilderness to provide military and trade links between tribes.

Exact knowledge of these land routes would be held by local peoples, huntsmen and trappers.

In terms of maps, it is recommended that players and Arbitrators find a good historical atlas as a reference work for the location of many of the towns listed

in Birthplaces section of this book. Failing that, one can always resort to any good atlas for a map of the U.S.S.R. It will be possible to find just about all of the cities listed within RUStm in a regular atlas, since most of them are sited of their olden day foundations.

Some atlases will also give players an indication of the vegetation and climatic belts that span Rus.

The immensity of this land is awesome to say the least and the lengthy journeys that are required to take a person to even the closest cities are several hundred kilometers. In winter this will be a crucial factor, since players will need to plan out their trek ahead of time in order to avoid becoming lost in the wilderness and freezing to death.

It may indeed be obvious to the reader at this point in time that a country of this magnitude will require a great deal of attention regarding maps. The filing, drafting and storage of many maps will need to be carried out by both the players and the Arbitrator's Scribe.

EQUIPMENT

All items of equipment and clothing listed below will have a designated Cold Protection factor. This figure will be listed to the very left of the page. All armor will have a listed pp value

ARMOR

4	Greaves (leather)	3 sc	3 pp
3	Arm plates (leather)	2 sc	2 pp
35	Haulberk (double leather)	2 gc	10 pp
30	Corslet (double leather)	1 gc	8 pp
3	Gieves (metal strap on)	1 gc 3 sc	5 pp
2	Arm plates (metal strap on)	1 gc 3 sc	4 pp
25	Haulberk (mail / scale/short sleeved)	12 gc	30 pp
20	Corslet (mail/scale)	9 gc	24 pp
8	Circular breast plate (strap on)	2 gc 3 sc	
30	Haulberk (scale/mail/long arms)	15 gc	
5	Viking style full face	2 gc	6 pp
5	Conical and nasal guard	1 gc	3 pp
5	Conical,nasalandear/cheek	2gc	5 pp
5	Conical with horns1 gc 1 sc	1gc 2sp	3 pp
6	Conical with mail nape, nasal, ear, cheek guards	2 gc	7 pp
5	Coif	4 sc	2 pp

CLOTHING

Cloaks

59	Felt	1 gc	*1 gc and fur cost
57	Linen	14 bc	*14 bc and fur cost
63	Knitted wool	1 gc, 16 bc	*1 gc, 16 bc and fur cost
64	Leather	2 gc, 1 sc	*2 gc 1 sc and fur cost
56	Silk	360 gc	
	Silk (fur lined)	360 gc	and fur cost
70	Fox Skin	4 gc	
90	Arctic hair skin	190 gc	
90	Arctic fox skin	36 gc	
100	Sable skin	3,000 gc	
65	Rabbit skin	4 sc	
73	Goat skin	1 gc 1 sc	
80	Wolf skin	4 gc 1 sc	
85	Bear skin	20 gc	
64	Pig skin	1 gc	
67	Calf skin	1 gc 1 sc	

*Where cloaks are fur lined, the Cold Protection Factor will be the normal CPF for the material, plus the normal CPF for the fur lining material.

Blouses/Shirts

22	Linen	12 bc	(embroidered)	15 bc
28	Knitted wool	1 sc 16 bc		
23	Tanned leather (thin)	2 gc 1 sc	(stamped)	2 gc 1 sc 3 bc
21	Silk	270 gc		
24	Felt	18 bc	(embroidered)	1 sc 1 bc
Hose				
22	Linen	9 bc	(embroidered)	13 bc
14	Felt	13 bc	(embroidered)	16 bc
18	Knitted wool	1 gc 4 bc	(embroidered)	1 gc 7 bc
11	Silk	230 gc	(embroidered)	250 gc
20	Rabbit skin	15 bc		
28	Goat skin	1 gc 1 sc		
35	Wolf skin	2 gc 5 sc		
40	Bear skin	18 gc		
55	Sable	95 gc		
Smock				
37	Linen	13 bc	(embroidered)	16 bc
39	Felt	19 bc	(embroidered)	1 sc 2 bc
43	Knitted wool	1 sc 17 bc	(embroidered)	1 sc 19 bc
53	Goat skin	4 sc		
37	Calf skin	4sc		
60	Wolf skin	2 gc		
45	Rabbit skin	1 sc		
80	Sable skin	180 gc		
43	Pig skin	1 gc 3 sc		
55	Sheep skin	12 sc		
65	Bear skin	30 gc		
50	Reindeer skin	6 gc		
70	Arctic fox	72 gc		
70	Arctic hare	120 gc		
50	Fox skin (3 gc 2 sc)			
Vest				
10	Linen	9 bc	(embroidered)	13 bc
12	Felt	13 bc	(embroidered)	18 bc
16	Knitted wool	1 sc 16 bc		
18	Rabbit skin	8 bc		
20	Calf skin	3 sc		
17	Pig skin	1 sc 10 bc		
33	Wolf skin	2 gc 4 sc		
33	Fox skin	2 gc		
9	Silk	90 gc	(embroidered)	92 gc
38	Bear skin	15 gc		

28	Sheepskin	1 gc 2 sc
26	Goat skin	7 sc
53	Sable	720 gc
43	Arctic fox	24 gc
23	Reindeer skin	4 gc

Surcoat

47	Linen	14 bc	(embroidered)	18 bc
49	Felt	1 sc	(embroidered)	1 sc 6 bc
53	Knitted wool	1 gc 16 bc	(embroidered)	1 gc 1 sc
55	Rabbit skin	4 sc		
57	Calf skin	1 gc 1 sc		
54	Pig skin	1 gc		
70	Wolf skin	4 gc 1 sc		
60	Fox skin	4 gc		
46	Silk	360 gc	(embroidered)	365 gc
90	Sable	2,900 gc		
85	Marten	2,400 gc		
80	Arctic fox	36 gc		
80	Arctic hare	190 gc		
60	Reindeer skin	7 gc		
63	Goatskin	3 gc		
65	Sheepskin	2 gc 3 sc		
75	Bear skin	40 gc		

Trousers/Breaches/Over Breaches

32	Linen	16 bc	(embroidered)	1 sc
34	Felt	1 sc 2 bc	(embroidered)	1 sc 8 bc
38	Knitted wool	2 sc 4 bc		
40	Rabbit skin	15 bc		
42	Calf skin	6 sc		
39	Pig skin	5 sc		
55	Wolf skin	6 gc		
45	Fox skin	6 gc 1 sc		
31	Silk	360 gc	(embroidered)	370 gc
75	Sable	1,500 gc		
60	Bear skin	25 gc		
50	Sheepskin	3 gc		
70	Marten	900 gc		
45	Reindeer skin	9 gc		
65	Arctic hare	90 gc		
65	Arctic fox	5 gc		
48	Goatskin	3 gc		

Cowled Cloak

62	Linen	14 bc	(embroidered)	18 bc
64	Felt	18 bc	(embroidered)	1 sc 2 bc
68	Knitted wool	1 sc 16 bc		
72	Calf skin	10 sc 4 bc		
69	Pig skin	4 sc		
75	Fox skin	4 gc		
85	Wolf skin	4 gc 1 sc		
90	Bear skin	30 gc		
78	Goat skin	1 gc 4 sc		
105	Sable	10,000 gc		
61	Silk	450 gc	(embroidered)	455 gc
75	Reindeer skin	9 gc		
95	Arctic fox	48 gc		
95	Arctic hare	480 gc		
80	Sheepskin	4 gc		
100	Marten	4,800 gc		

Hats or Mittens

4	Felt	3 bc	(fur trim)	
17	Calf skin	18 bc		
14	Pig skin	8 bc		
20	fox skin	1 sc 3 bc		
30	Wolf skin	1 gc 2 sc 10 bc		
35	Bear skin	3 gc		
25	Sheepskin	1 sc 3 bc		
23	Goat skin	18 bc		
50	Sable	300 gc		
20	Reindeer skin	3 gc 1 sc		
40	Arctic Fox	6 gc 2 sc		
40	Arctic hare	18 gc 5 bc		
15	Rabbit	6 bc		
45	Marten	180 gc 6 bc		
13	Knitted wool	18 bc		
6	Silk	45 gc		

*Where goods are fur lined, the CPF is that of the base material, plus the CPF of that particular lining. Similarly, the cost of such an item is the cost of the base material and the lining material added together.

Back Pack, Leather	4sc
Belly Pouch, Leather	8bc

BOOTS

21	Felt (long, hard heel and toe)	15 bc		
21	Felt (short, hard heel and toe)	6 bc		
45	Bearskin and Thonging, hard heel and sole	long 11 gc,	short 10 gc	

45	Bearskin and Thonging, soft heel and sole	long 10 gc, 3 sc	short 9 gc, 3 sc
30	Calf skin and Thonging, hard heel and sole	long 4 sc,	short 3 sc, 14 bc
30	Calf skin and Thonging, soft heel and sole	long 3 sc, 12 bc	short 2 sc, 8 bc
23	Tanned Kid skin and Thonging, hard heel and sole	long 4 sc, 1 bc	short 3 sc, 13 bc
23	Tanned kid skin and thonging, soft heel and sole	long 3 sc, 11 bc	short 2 sc, 7 bc
33	Goat skin and thonging, hard heel and sole	long 3 sc, 8 bc	short 2 sc, 4 bc
33	Goat skin and thonging, soft heel and sole	long 2 sc, 6 bc	short 1 sc, 3 bc
4	Straw boot	1 bc	
25	Rabbit Skin and thonging, hard heel and sole	long 14 bc	short 7 bc
25	Rabbit Skin and thonging, soft heel and sole	long 12 bc	short 6 bc
30	Fox fur skin and thonging, hard heel and sole	long 3 gc	short 1 gc 4 sc
30	Fox fur skin and thonging, soft heel and sole	long 2 gc, 3 sc	short 1 gc, 1 sc
50	Arctic fox fur and thonging, hard heel and sole	long 26 gc	short 13 gc
50	Arctic fox fur and thonging, soft heel and sole	long 24 gc	short 12 gc
50	Arctic hare fur and thonging, hard heel and sole	long 63 gc	short 31 gc
50	Arctic hare fur and thonging, soft heel and sole	long 61 gc	short 30 gc
40	Wolf fur and thonging, hard heel and sole	long 3 gc	short 1 gc 2 sc
40	Wolf fur and thonging, soft heel and sole	long 2 gc, 3 sc	short 1 gc, 1 sc, 3 bc
35	Sheep skin and thonging, hard heel and sole	long 1 gc, 4 sc	short 4 sc, 10 bc
35	Sheep skin and thonging, soft heel and sole	long 1 gc, 1 sc	short 3 sc
30	Reindeer skin and thonging, hard heel and sole	long 3 gc, 1 sc	short 1 gc, 3 sc
30	Reinder skin and thonging, soft heel and sole	long 2 gc, 4 sc	short 1 gc, 1 sc
24	Pig skin and thonging, hard heel and sole	long 1 sc, 10 bc	short 19 bc
24	Pig skin and thonging, soft heel and sole	long 1 sc, 5 bc	short 12 bc
60	Sable fur and thonging, hard heel and sole	long 1,000 gc	short 500 gc
60	Sable fur and thonging, soft heel and sole	long 990 gc	short 460 gc
55	Marten fur and thonging, hard heel and sole	long 545 gc	short 222 gc
55	Marten fur and thonging, soft heel and sole	long 542 gc	short 220 gc
27	Calf skin and thonging, hard heel and sole	long 4 sc	short 25 sc
27	Calf skin and thonging, soft heel and sole	long 3 sc, 10 bc	short 1 sc, 15 bc

WEAPONS

Spiked Club	1 gc
Composite Bow	6 gc
Spear	3 gc
Hand Axe	3 sc, 8 bc
Arrows	4 bc each, 1 dozen 2 gc, 2 bc
Broad Sword	5 gc (ornate 6 gc)
Long Sword	5 gc (ornate 6 gc)
Dagger	1 gc (ornate 2 gc)
Mace	2 gc
Battle Axe	4 gc
Bardiche	6gc
Morning Star	1 gc, 4 sc
Flail	2 gc, 3 sc

Sabre	4 gc, 4 sc
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SWORD SCABBARD

Wood and Leather Bound	3 sc
Bone and Leather Bound	5 sc
Walrus Ivory and Thonging	18 gc, 3 sc
Wood and Wolfskin and Thonging	1 gc, 3 sc
Wood and Bearskin and Thonging	6 gc
Wood and Thonging Binding	2 sc

DAGGER SCABBARD

Wood and Leather Bound	8 bc
Bone and Leather Bound	2 sc, 11 bc
Walrus Ivory and Thonging	6 gc, 1 sc, 3 bc
Wood and Wolfskin and Thonging	4 sc
Wood and Bearskin and Thonging	3 gc
Wood and Thonging	1 sc

QUIVER

Leather	1 gc, stamped 1 gc, 4 sc
Sheepskin	5 sc
Wood, leather bound	1 gc, 1 sc
Bear skin	4 gc
Fox skin	6 sc
Wood and silk and tassles	95 gc, embroidered 100 gc
Wolf skin	1 gc, 4 sc

SHIELDS

Large, round, wood leather bound and boss and metal rim reinforcements	1 gc, 3 sc
Large, round, wood leather bound and boss	1 gc, 2 sc
Large, round, wood with engravings	3 sc
Large, round, metal covered and boss (heavy)	2 gc, 3 sc, 12 bc
Shoulder straps, chain	4 sc
For weapons and shields, Leather	8bc

MISCELLANEOUS IMPLEMENTS AND EQUIPMENT

Rope	1 sc
Awl	4 bc
Adze	2 sc
Axe	4 sc
Hammer	3 sc, 1 bc
Chisel	2 sc, 8 bc
Honing Stone	6 bc
Fletching knife	18 bc
Fire Block and Fire Bow	2 bc
Fur Blankets (equals fur cost as per cowled cloak)	

COMB

Walrus Ivory	4 gc
Bone	2 sc
Metal	5 sc, 11 bc

THICK BATTLE GIRDLE

Leather	4 sc
Studded Leather	6 sc

BELT

Leather (thin)	3 bc	
Sash	Felt 6 bc	(embroidered) 8 bc
Sash Linen	4 bc	(embroidered) 6 bc
Sash Silk	100 gc	(emroidered) 110 gc
Rope Chord	1 gc	

FLASK

Metal	1 gc, 4 sc
Pottery/Clay	3 bc
Glass	8 gc
Water Skin	2 sc
Drinking Horn	4 sc

HORSE TACK**Harness**

Leather	10 sc
Silk and Tassles	86 gc
Rope	2 sc, 8 bc

Reins

Leather	6 sc, 16 bc
Rope	3 sc
Silk and Tassles	90 gc
Chain	8 sc

SADDLES

Leather	5 gc
Wood, Leather and Silk	143 gc, 4 sc, 12 bc
Wood, Fur covered	3 sc and fur cost as per smock

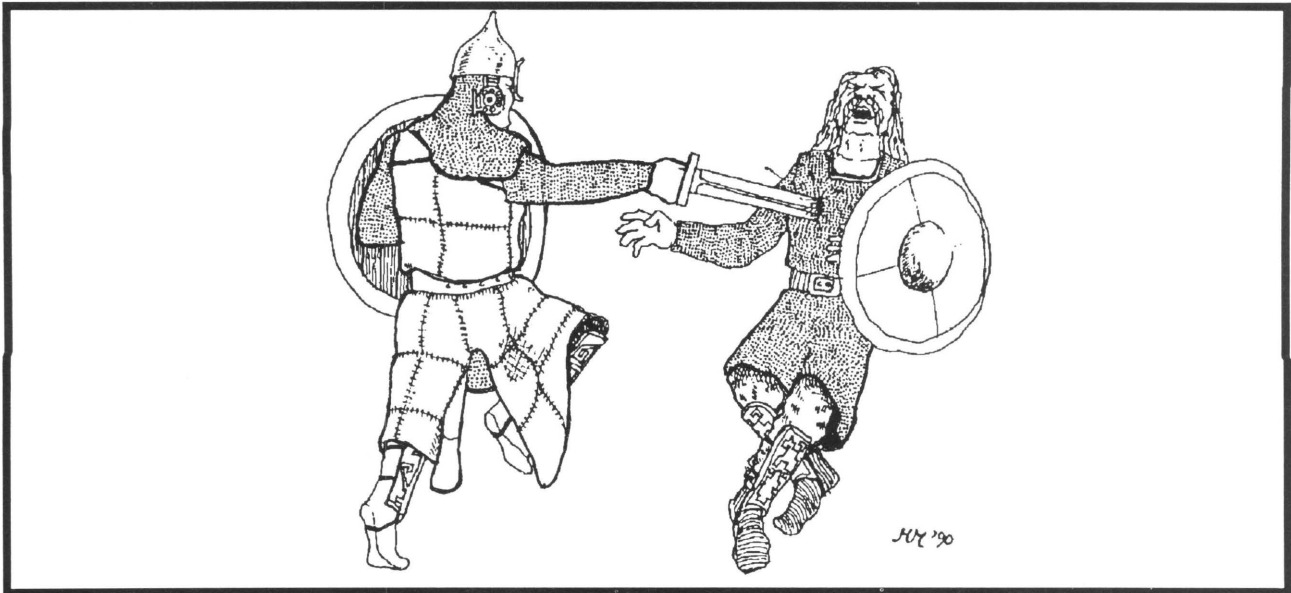
Stirrups

Iron	3 gc
Wooden	1 gc

Spurs

Gold	20 gc
Copper	1 sc, 3 bc
Silver	20 sc, 11 bc
Iron	3 sc, 18 bc





COMBAT ATTACK FACTOR

The COMBAT ATTACK FACTOR, or it's usual abbreviation CAF, is a figure derived from a number of key factors that are instrumental in a character's ability to skillfully attack and slay his adversarys. These factors are thus :

1. COMBAT EXPERIENCE

Combat experience cannot be understated as one of the main constituents of the CAF.

The traumas of combat over a long period of time are indeed a characters best tutor in the arts of weapon wielding, since only those who can learn from the errors of both themselves and their opponents may truly become a finer combatant. This being the case, all characters will rise in combat ability incrementally, depending, of course, upon their profession. It stands to reason that Bogatyr's and Boets' will accrue greater combat attack experience by virtue of their ability to more readily extract new combat methodologies with the passage of time. They will improve this portion of their CDF by 5 every Rank. Not possessing the training or the mettle of a true warrior, the Zhuliks, Volkhvy and Kolduns will advance in their CAF due to combat experience at a somewhat lesser rate. The Svyashchennik abides by the Commandment "Thou shalt not kill", and as such will rise in CAF only in so far as it is used to determine the

weaponless, non-lethal combat ability of the Svyashchennik.

Prof"	1	2	3	4	5	6	7	8	9	10
Bogatyr'	10	5	5	5	5	5	5	5	5	5
Boets	5	5	5	5	5	5	5	5	5	5
Zhulik	5	--	--	5	--	--	5	--	--	5
Koldun	5	--	--	--	5	--	--	--	5	--
Volkhv	5	--	--	--	5	--	--	--	5	--
Svyash	5	--	--	5	--	--	5	--	--	5

2. PROFESSION

3. STRENGTH

4. MAGICKED WEAPONS

5. PREFERRED WEAPONRY

COMBAT DEFENSE FACTOR

The COMBAT DEFENSE FACTOR, or CDF as it shall be referred to from this point on, is the ability of a character to avoid being struck by an adversarys weaponry during fighting.

The CDF is an amalgumation of many complex factors, all of which contribute to the characters overall defensive capabilities. The CDF is composed of 4 constituent factors :

1. COMBAT EXPERIENCE

As a character becomes more skillful in handling his or herself in combat, he picks up a diverse range

of tricks and techniques, largely through observing and sizing up his or her opponent, that make him or her more adept at dodging blows, anticipating the moves of the other belligerent in melee and parrying with ones shield, body armor or weapon to deflect the adversaries sword play.

Having been especially trained in the use of arms, the Bogatyr' and Boets are best able to translate their combat experience into enhanced defensive

The following is a key showing abbreviations for the character's Profession. It will be followed by a figure and this is indicative of the characters professional Rank.

B'	Bogatyr'
BS	Boets
ZH	Zhulik
KN	Koldun
VY	Volkhv
SV	Svyashchennik

COMBAT DEFENSE FACTOR
COMBAT RANK VS AGILITY SCORE

		01-50	51-76	77-82	83-88	89-92	93-94	95-96	97	98	99	00
		PROFESSION										
		BS1	B'1 BS2	B'2 BS3	B'3 BS4	B'4 BS5	B'5 BS6	B'6 BS7	B'7 BS8	B'8 BS9	B'9 BS10	B'10
		ZH1-3	ZH4-6	ZH7-9	ZH10							
		KN1-4	KN5-8	KN9-10								
		VY1-4	VY5-8	VY9-10								
		SV2-5	SV6-9	SV10								
%score	Agil											
1	2	-6	-1	4	9	14	19	24	29	34	39	44
2	3	-3	2	7	12	17	22	27	32	37	42	47
3	4	0	5	10	15	20	25	30	35	40	45	50
4-19	5	5	10	15	20	25	30	35	40	45	50	55
20-35	6	5	10	15	20	25	30	35	40	45	50	55
36-51	7	5	10	15	20	25	30	35	40	45	50	55
52-66	8	5	10	15	20	25	30	35	40	45	50	55
67-81	9	7	12	17	22	27	32	37	42	47	52	57
82-00	10	8	13	18	23	28	33	38	43	48	53	58
This portion of the table below is for characters with exceptional Agilities												
1-16	11	9	14	19	24	29	34	39	44	49	54	59
17-32	12	10	15	20	25	30	35	40	45	50	55	60
33-48	13	13	18	23	28							
49-65	14	16	21	26	31							
66-82	15	19	24	29	34							
83-98	16	22	27	32	37							
99	17	39	44	49	54							
00	18	42	47	52	57							

Agilities of 19 and 20 will rarely be encountered and so have not been considered necessary on this tableT
To generate numbers for such scores, just add 3 down each column for each point over 18.

capability, ostensibly by learning from any new techniques that have skillfully been employed against him or her on the field of battle. This being the case, every Rank, both the Bogatyr' and Boets will enhance their personal CDF score by 5, largely by means of experience that they have gained through combat.

Likewise, Zhuliks have a tendency to pick up a little bit here and there also, though generally speaking, they do not possess that same intuitive combat responses that the other two fighting professions have acquired during their vigorous training regimes. Zhuliks will increase their CDF every three Ranks via combat experience.

The Koldun and Volkhvy gain considerably less benefit from combat in terms of personal combat defense ability, mainly due to their lack of formal combat instruction and the fact that they have been removed from the warrior based society at a very early age. The increases in their CDF through combat experience is primarily the result of their superior skills of observation and not the product of any "gut fighting instinct".

The Svyashchennik has the least favourable incremental rises in combat experience bonuses to CDF because of his moral abhorrence towards killing. It does nonetheless increase, however, since the Svyashchennik knows that his best moral and physical defense lies in his ability to defend himself without resorting to violence.

2.AGILITY

Agility is one of the most important single facets of a character's CDF, since it represents the rapidity with which the character may respond to an opponent's attacks by implementing his or her own defensive experience.

3.ARMOR

Armor is of course extremely significant to a character's CDF because it confers a degree of physical protection to a person's body, relative to the armor type and the amount of body area that is protected.

4. MAGICAL DEFENSES

Magical defenses are magicked pieces of armor, talismans and wards that afford a certain amount of

protection against the blows of enemies. In RUStm, this protection will be described as a numerical factor which is in turn added to the overall CDF value of the character.

COMBAT DEFENSE FACTOR CALCULATION

To randomly generate the CDF of a character, follow the following steps.

1. Roll on the Rank / Power Grading vs Agility table.
2. Roll on the Additional Armor table.
3. Roll on the Body Armor table.
4. Roll for a shield. (50% Chance)
5. Add all of the above.
6. Add the Magical Protection factor of magically endowed objects of protection (if applicable).

The table below is a quick means of determining the Combat experience, as well as the *Agility* portion of the character's CDF. The table may be used to randomly generate the cumulative effect of a character's Combat experience and *Agility* in the calculation of the CDF. To utilize this table, simply roll for, or pinpoint, the character's Profession and Power Grading and then cross-index that with the *Agility* of the character. This will yield the Combat experience/*Agility* defensive value of the character in question.

If the character's *Agility* is unknown, then it will be necessary to roll for his or her *Agility* on the column which is located to the left of the table. If the Profession and Rank / Power Grading of the character in question is unknown then it will be necessary to roll for it also, in order to be able to consult the following table.

If the character is not a Zhulik, then the roll must be on the first half of the table. Similarly, only Zhuliks may be rolled for on the second half of the table. The only exception to this rule, is the existence of Mercury on the natal chart of a character that is a non Zhulik. In such instances it is possible for them to have an *Agility* of either 11 or 12, and both players and arbitrators should ensure that such scores are duly consulted on the Zhuliks section of the table.

The following is a key showing abbreviations for the character's Profession. It will be followed by a figure

and this is indicative of the character's Professional Rank or Power Grading.

ARMOR:

RANDOM ARMOR GENERATION

ADDITIONAL ARMOUR

- 01-52 No Additional Armor
- 53-59 Leather Armguards [[2 pp]]
- 60-65 Leather Greaves [[3 pp]]
- 66-70 Leather Armguards and Leather Greaves [[5 pp]]
- 71-74 Metal Armguards [[4 pp]]
- 75-78 Metal Greaves [[5 pp]]
- 79-82 Leather Armguards and Metal Greaves [[7 pp]]
- 83-85 Metal Armguards and Leather Greaves [[7 pp]]
- 86-88 Metal Armguards and Metal Greaves [[9 pp]]
- 89-91 Leather Armguards and strap on Metal Breastplate [[15 pp]]
- 92-93 Leather Greaves and strap on Metal Breastplate [[16 pp]]
- 94-95 Leather Greaves, Leather Armguards and strap on Metal Breastplate [[18 pp]]
- 96 Metal Armguards and strap on Metal Breastplate [[17 pp]]
- 97 Metal Greaves and strap on Metal Breastplate [[18 pp]]
- 98 Leather Armguards, Metal Greaves and strap on Metal Breastplate [[20 pp]]
- 99 Leather Greaves, Metal Armguards and strap on Metal Breastplate [[20 pp]]
- 100 Metal Armguards, Metal Greaves and strap on Metal Breastplate [[22 pp]]

MAIN BODY ARMOR

- 01-34 No Armor
- 35-37 Leather Corslet [[8 pp]]
- 38-40 Leather Corslet and coif [[10 pp]]
- 41-42 Helmet (Full face) and Leather Corslet [[14 pp]]
- 43-45 Helmet (Conical with nasal guard) and Leather Corslet [[11 pp]]
- 46-48 Helmet (Conical with nasal and cheek guard)

- and Leather Corslet [[13 pp]]
- 49 Helmet (Conical with nasal, cheek and nape guard) and Leather Corslet [[15 pp]]
- 50 Helmet (Full face), coif and Leather Corslet [[16 pp]]
- 51-52 Helmet (Conical with nasal guard), coif and Leather Corslet [[13 pp]]
- 53-55 Helmet (Conical with nasal and cheek guard), coif and Leather Corslet [[15 pp]]
- 56 Helmet (Conical with nasal, cheek and nape guard), coif and Leather Corslet [[17 pp]]
- 57-59 Leather Haulberk [[10 pp]]
- 59-61 Leather Haulberk and coif [[12 pp]]
- 62 Helmet (Full face) and Leather Haulberk [[16 pp]]
- 63-65 Helmet (Conical with nasal guard) and Leather Haulberk [[13 pp]]
- 66-67 Helmet (Conical with nasal and cheek guard) and Leather Haulberk [[15 pp]]
- 68 Helmet (Conical with nasal, cheek and nape guard) and Leather Haulberk [[17 pp]]
- 69 Helmet (Full face), coif and Leather Haulberk [[18 pp]]
- 70-71 Helmet (Conical with nasal guard), coif and Leather Haulberk [[15 pp]]
- 72-73 Helmet (Conical with nasal and cheek guard), coif and Leather Haulberk [[17 pp]]
- 74 Helmet (Conical with nasal, cheek and nape guard), coif and Haulberk [[19 pp]]
- 75-78 Mail Corslet [[24 pp]]
- 79-80 Mail Corslet and coif [[26 pp]]
- 81 Helmet (Full face) and Mail Corslet [[30 pp]]
- 82-83 Helmet (Conical with nasal guard) and Mail Corslet [[27 pp]]
- 84 Helmet (Conical with nasal and cheek guard) and Mail Corslet [[29 pp]]
- 85 Helmet (Conical with nasal, cheek and nape guard) and Mail Corslet [[31 pp]]
- 86 Helmet (Full face), coif and Mail Corslet [[32 pp]]
- 87-88 Helmet (Conical with nasal guard), coif and Mail Corslet [[29 pp]]
- 89 Helmet (Conical with nasal and cheek guard), coif and Mail Corslet [[31 pp]]

- 90 Helmet (Conical with nasal, cheek and nape guard), coif and Mail Corslet [[33 pp]]
- 91 Mail Haulberk [[30 pp]]
- 92 Mail Haulberk and coif [[32 pp]]
- 93 Helmet (Full face) and Mail Haulberk [[36 pp]]
- 94 Helmet (Conical with nasal guard) and Mail Haulberk [[33 pp]]
- 95 Helmet (Conical with nasal and cheek guard) and Mail Haulberk [[35 pp]]
- 96 Helmet (Conical with nasal, cheek and nape guard) and Mail Haulberk [[36 pp]]
- 97 Helmet (Full face), coif and Mail Haulberk [[38 pp]]
- 98 Helmet (Conical with nasal guard), coif and Mail Haulberk [[35 pp]]
- 99 Helmet (Conical with nasal and cheek guard), coif and Mail Haulberk [[37 pp]]
- 100 Helmet (Conical with nasal, cheek and nape guard), coif and Mail Haulberk [[39 pp]]

COMBAT By J. Caruso

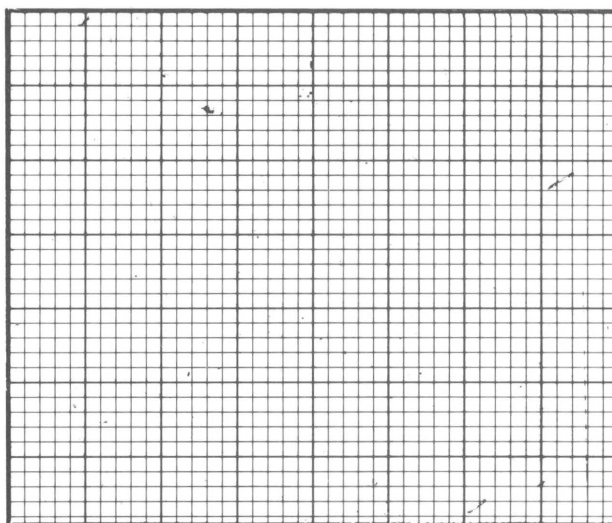
Combat (especially in the Bogatyr', Boets and Zhulik's eyes) is a very important part of RUS. The combat system in RUS has been designed in such a way that it is very realistic, yet very simple.

Combat Resolution

The way combat is resolved is very simple. The attacker's CAF is compared with the defenders CDF. This shall indicate the number or more required to score a hit on a defending target. When a hit is successful then the damage is rolled. For example, a character attacks with a CAF of 105, the defender has a CDF of 58. Therefore from the combat table, the attacker requires to roll an 8 or more to score a successful hit on the opponent. If the attack is successful then the damage shall be rolled, with all damage bonuses included (Strength, Magic etc).

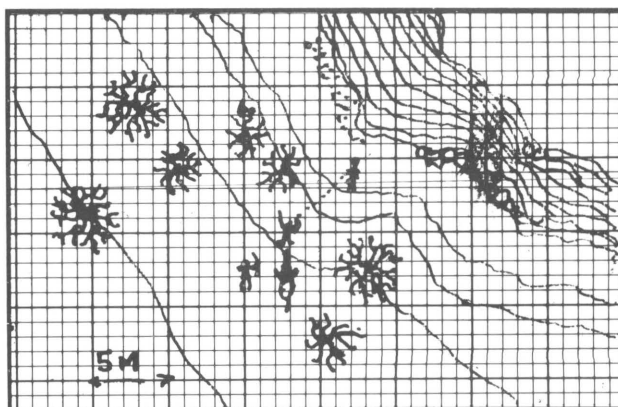
COMBATGRIDS

For the resolution of combat in RUStm, it is thoroughly recommended that both the Abitrator and Arbitrator's Scribe adopt a system of utilizing a combat grid during combat. This has the desired effect of providing an accurate record of player's movements



and actions when fighting is in progress. At the beginning of any kind of hostile encounter, the positioning of players in relation to trees, creeks and other natural features of the surrounding terrain should be noted. In this way all movements of players can be mapped out during the course of the said encounter.

By designing a great number of these small scale combat grids well in advance of training sessions, complete with trees, creeks and other features it will be possible for play to take place in a rapid and yet realistic fashion. An example of what such an outdoor grid may look like is listed below.





CDF

CAF	01-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-100	101-110	111-120	121-130	131-140	141-150	151-160	161-170	171-180	181-190	191+
0-10	12	13	14	15	16	17	18	19	20	20	20-1	20-2	20-3	20-4	20-5	20-6	20-7	20-8	20-9	20-9
11-20	11	12	13	14	15	16	17	18	19	20	20	20-1	20-2	20-3	20-4	20-5	20-6	20-7	20-8	20-9
21-30	10	11	12	13	14	15	16	17	18	19	20	20	20-1	20-2	20-3	20-4	20-5	20-6	20-7	20-8
31-40	9	10	11	12	13	14	15	16	17	18	19	20	20	20-1	20-2	20-3	20-4	20-5	20-6	20-7
41-50	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20-1	20-2	20-3	20-4	20-5	20-6
51-60	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20-1	20-2	20-3	20-4	20-5
61-70	6	7	8	9	10	11	12	13	14	15	16	17	18	19	19	20	20	20-1	20-2	20-3
71-80	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20-1	20-2	20-3
81-90	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20-1	20-2
91-100	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20-1
101-110	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
111-120	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
121-130	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
131-140	2 ⁺¹	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
141-150	2 ⁺²	2 ⁺¹	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
151-160	2 ⁺³	2 ⁺²	2 ⁺¹	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
161-170	2 ⁺⁴	2 ⁺³	2 ⁺²	2 ⁺¹	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15
171-180	2 ⁺⁵	2 ⁺⁴	2 ⁺³	2 ⁺²	2 ⁺¹	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14
181-190	2 ⁺⁶	2 ⁺⁵	2 ⁺⁴	2 ⁺³	2 ⁺²	2 ⁺¹	2	2	2	3	4	5	6	7	8	9	10	11	12	13
191+	2 ⁺⁷	2 ⁺⁶	2 ⁺⁵	2 ⁺⁴	2 ⁺³	2 ⁺²	2 ⁺¹	2	2	2	3	4	5	6	7	8	9	10	11	12

THE COMBAT TABLE

COMBAT ACTION POINTS

Combat Action Points are to a large extent, based upon the *Agility* of the character, but it is also increased periodically, as the character's Combat Rank increases. When rolling a character, the base Combat Action Points will be the same value as his/her *Agility*. To this is added a basic award of Combat Action Points when the character is first rolled up. This initial award is totally dependant upon the Profession of the player's character, and will increase incrementally at certain Ranks. When designing a character, players should consult the table below to determine how many CAP's are added at first and at what Combat Ranks their character will receive an additional +1 to their CAP total.

In tight situations, more specifically, life threatening ones, the Arbitrator must strictly monitor the exact

Combat Action Point Award Table

Profession	Power Grading/Rank									
	1	2	3	4	5	6	7	8	9	10
Bogatyr	+3	--	+1	--	+1	--	+1	--	+1	--
Warrior	+2	--	+1	--	+1	--	+1	--	+1	--
Rogue	+1	--	--	+1	--	--	+1	--	--	+1
Koldun	+1	--	--	--	+1	--	--	--	+1	--
Volsvy	+1	--	--	--	+1	--	--	--	+1	--
Svyashch'k	+1	--	--	--	+1	--	--	--	+1	--

actions of players. The CAP tally of a player is an exact guide to what actions may be carried out in one Desyatka. The following list contains an assortment of actions that characters often need to do and their respective CAP cost. The total amount of CAP's that a character can expend in one Desyatka may not exceed his personal CAP tally. The list is by no means exhaustive and Arbitrators should feel free to assign CAP costs to any given action not listed below. Weapons not listed below should be assigned CAP values for weapons of comparable weight and dimensions.

GETTING READY FOR COMBAT

Swap item to other hand	1
Strapping on a shield	3
Drawing a sheathed weapon	3
Taking off/putting on a helmet	3
Put on or take off mail	30
Put on boots, take off boots	5
Put on boots with thonging	25

Take off boots with thonging	16
Put on cloak	4
Put on shirt and trousers	10
Retrieve item from pack	20

Kindle a small fire	
* dry weather	40
* wet weather	100
* dry and windy weather	80
* wet and windy weather	200

Saddle up a horse

Mount a horse

Horseriding Skill Level

1-20	10
21-40	8
41-60	6
61-80	4
81-100	2

Running - as per CAP cost for running table

Unstopper flask	1
Change a snapped bowstring	8

WEAPONLESS COMBAT

Grab	6
Force opponent to drop object	8
Punch	2
Kick	4
Strangle	11
Throw opponent to the ground	8

MISSILE ATTACKS

Draw arrow from quiver, nock it, aim and fire	5
--	---

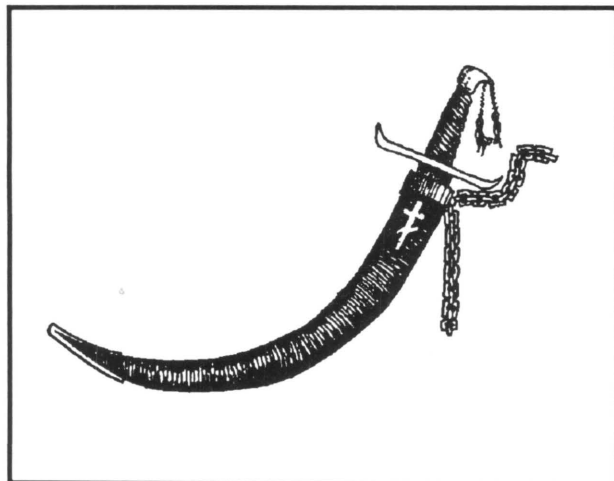
Draw arrow from quiver, nock it, take extra careful aim and fire (+10 CAF)	8
--	---

Raise aim and throw a spear	7
-----------------------------	---

Raise, aim very carefully and throw a spear (+10 CAF)	10
--	----

Aim and throw a dagger or
hand axe 5
Aim very carefully and throw
a dagger or hand axe (+ 10 CAF) 8

HAND WEAPONRY



Judge and strike a sword blow
(= 3 if used as one of two
weapons by a Bogatyr') 6

Judge and strike a battle axe
blow (= 4 if used as one of
two weapons by a Bogatyr') 8

Judge and strike a blow with
a mace or a club (= 3 if used
as one of two weapons by a
Bogatyr') 6

Judge and thrust with a spear
(= 3 if used as one of
two weapons by a Bogatyr') 5

Judge and thrust with a dagger 4

Judge and strike with a staff
(= 3 if used as one of
two weapons by a Bogatyr') 5

Carefully judge and strike a
sword blow (= 4 if used as

one of two weapons by a Bogatyr') 9
Carefully judge and strike a
battle axe blow (+10 CAF)
(= 5 if used as one of two
weapons by a Bogatyr') 10

Carefully judge and strike
a blow with a mace or club
(+ 10 CAF) (= 4 if used as
one of two weapons by a
Bogatyr') 9

Carefully judge and thrust
with a spear (+ 10 CAF) 8

Carefully judge and thrust
with a dagger (+ 10 CAF) 7

Carefully judge and strike
with a staff (+ 10 CAF)
(=4 if used as one of
two weapons by a Bogatyr') 8

WEAPON DAMAGE TABLE

BROAD SWORD	1Dc10
LONG SWORD	2 Dc6
SABRE	1 Dc10
DAGGER	1 Dc6
BATTLE AXE	2 Dc6
HAND AXE	1 Dc6 +1
BARDICHE	3 Dc6
HEAVY LANCE	3 Dc6
LIGHT LANCE	2 Dc6
MACE	1 Dc6 +2
FLAIL	2 Dc6
WAR HAMMER	2 Dc6
CLUB	1 Dc6 +1
SPEAR	1 Dc6 +4
STAFF	1 Dc6
BOW	1 Dc6 +2

A number of different weapons that a character
may select are listed above .

COMBAT ACTION POINT COST FOR RUNNING										
CAP	# OF SECONDS RUNNING									
-	1	2	3	4	5	6	7	8	9	10
5	1	1	2	2	3	3	4	4	5	5
6	1	1	2	2	3	3	4	4	5	6
7	1	1	3	3	4	4	5	5	6	7
8	1	1	3	3	4	4	5	6	7	8
9	1	1	3	3	4	5	6	7	8	9
10	1	2	3	4	5	6	7	8	9	10
11	1	2	3	4	5	6	8	8	9	11
12	1	2	3	4	6	7	9	9	10	12
13	1	2	3	5	6	7	9	10	11	13
14	1	2	3	5	7	8	10	11	12	14
15	1	3	4	6	8	9	11	12	13	15
16	1	3	4	6	8	9	11	12	14	16
17	1	3	5	7	8	10	12	13	15	17
18	1	3	5	7	9	10	13	14	16	18
19	1	3	5	8	9	11	13	15	17	19
20	2	4	6	8	10	12	14	16	18	20
DISTANCE TRAVELLED AS A PERCENTAGE OF THE DISTANCES LISTED ON THE FOOTSPEED TABLE										
	10%	20%	30%	40%	50%	60%	70%	80%	90%	100%

FOOTSPEED

UN= Unladen, MOD= Moderately laden
HVY= Heavily laden

Footspeed Table JOG									
SWIM		CALM WATER			RAPIDS/WATERFALL			SLIGHT CURRENT	
FLIGHT		CLEAR SKIES			GALE/TRBLNCE			SLIGHT BREEZE	
FOOT		LEVEL, CLEAR			HEAVY SNOW			RCKY/HVY WOODED	
AGIL	UN	MOD	HVY	UN	MOD	HVY	UN	MOD	HVY
2	15	8	4	3	2	1	8	4	2
3	17	9	5	4	2	1	9	5	3
4	20	10	5	5	3	2	10	5	3
5	22	11	6	6	3	2	11	6	3
6	25	13	7	6	3	2	13	7	4
7	27	14	7	7	4	2	14	7	4
8	30	15	8	8	4	2	15	8	4
9	32	16	8	8	4	2	16	8	4
10	35	18	9	9	5	3	18	9	5
11	37	18	9	9	5	3	18	9	5
12	40	20	10	10	5	3	20	10	5
13	42	21	11	10	5	3	21	11	6
14	45	23	11	11	6	3	23	11	6
15	47	24	12	12	6	3	24	12	6
16	50	25	13	13	7	4	25	13	7
17	52	26	14	14	7	4	27	14	7
18	55	26	14	15	8	4	29	15	8
19	60	30	15	16	8	4	30	15	8
20	65	32	16	17	9	5	32	16	8

Footspeed Table JOG									
SWIM		SWIRLING CURRENT			STRONG CURRENT			RIP	
FLIGHT		STORMY WIND			STRONG WIND			MODERATE BREEZE	
FOOT		HILLY			STEEP SLOPE			LIGHT SNOW, MUD, SWAMP	
AGIL	UN	MOD	HVY	UN	MOD	HVY	UN	MOD	HVY
2	5	3	1	3	2	1	5	3	1
3	6	3	1	4	2	1	6	3	1
4	7	4	2	5	3	2	7	4	2
5	8	4	2	6	3	2	8	4	2
6	9	5	3	6	3	2	9	5	3
7	9	5	3	7	4	2	9	5	3
8	10	5	3	8	4	2	10	5	3
9	11	6	3	8	4	2	11	6	3
10	12	6	3	9	5	3	12	6	3
11	14	7	4	9	5	3	14	7	4
12	14	7	4	10	5	3	14	7	4
13	15	8	4	10	5	3	15	8	4
14	15	8	4	11	6	3	15	8	4
15	16	8	4	12	6	3	16	8	4
16	17	9	5	13	7	4	17	9	5
17	17	9	5	14	7	4	17	9	5
18	18	9	5	15	8	4	18	9	5
19	20	10	5	16	8	4	20	10	5
20	21	10	5	17	9	5	21	10	5
SPRINT									
SWIM		CALM WATER			RAPIDS/WATERFALL			SLIGHT CURRENT	
FLIGHT		CLEAR SKIES			GALE/TURBULENCE			SLIGHT BREEZE	
FOOT		LEVEL, CLEAR			HEAVY SNOW			ROCKY/HVLY WOODED	
AGIL	UN	MOD	HVY	UN	MOD	HVY	UN	MOD	HVY
2	30	15	7	7	3	1	15	8	4
3	35	17	8	8	4	2	17	9	5
4	40	20	10	10	5	3	20	10	5
5	45	22	11	11	6	3	22	11	6
6	50	25	12	12	6	3	25	13	7
7	55	27	13	13	7	4	27	14	7
8	60	30	15	15	8	4	30	15	8
9	65	32	16	16	8	4	32	16	8
10	70	35	17	17	9	5	35	18	9
11	75	37	18	18	9	5	37	18	9
12	80	40	20	20	10	5	40	20	10
13	85	42	21	21	10	5	42	21	11
14	90	45	22	22	11	6	45	23	11
15	95	47	23	23	12	6	47	24	12
16	100	50	25	25	13	7	50	25	13
17	105	52	26	26	13	7	52	26	13
18	110	55	28	28	14	7	55	27	14
19	115	57	29	31	16	8	57	29	14
20	120	60	30	33	17	9	60	30	15

Footspeed Table SPRINT									
SWIMSPEED		SWIRLING CURRENT		STRONG CURRENT			RIP		
FLIGHTSPEED		STORMY WIND		STRONG WIND			MODERATE BREEZE		
FOOTSPEED		HILLY		STEEP SLOPE			LGHT SNOW, MUD, SWMP		
AGIL	UN	MOD	HVY	UN	MOD	HVY	UN	MOD	HVY
2	10	5	3	7	3	1	10	5	3
3	11	6	3	8	4	2	11	6	3
4	13	7	4	10	5	3	13	7	4
5	15	8	4	11	6	3	15	8	4
6	17	9	5	12	6	3	17	9	5
7	19	10	5	13	7	4	19	10	5
8	20	10	5	15	8	4	20	10	5
9	21	11	6	16	8	4	21	11	6
10	23	12	6	17	9	5	23	12	6
11	25	13	7	18	9	5	25	13	7
12	27	14	7	20	10	5	27	14	7
13	29	15	8	21	10	5	27	14	7
14	30	15	8	22	11	6	30	15	8
15	31	16	8	23	12	6	31	16	8
16	33	17	9	25	13	7	33	17	9
17	35	17	9	26	13	7	35	17	9
18	38	19	9	28	14	7	38	19	9
19	41	20	10	30	15	7	41	20	10
20	44	22	11	34	17	8	44	22	11

STAMINA - MOVE CAPABILITY MODIFIERS		
STAMINA	MAINTAIN SPRINT PACE	MAINTAIN JOGGING PACE
2	1 DES.	6 MIN.
3	2 DES.	9 MIN.
4	2 DES.	12 MIN.
5	3 DES.	15 MIN.
6	3 DES.	18 MIN.
7	4 DES.	21 MIN.
8	4 DES.	24 MIN.
9	5 DES.	27 MIN.
10	5 DES.	30 MIN.
11	6 DES.	33 MIN.
12	6 DES.	36 MIN.
13	7 DES.	54 MIN.
14	8 DES.	72 MIN.
15	9 DES.	90 MIN.
16	10 DES.	115 MIN.
17	11 DES.	140 MIN.
18	12 DES.	170 MIN.
19	13 DES.	230 MIN.
20	14 DES.	300 MIN.

The CAP cost table for jogging and sprinting is quite simple. Just look up the character's normal CAP tally vs how many seconds the character wishes to run for. This will tell the character how many CAP he has expended for any amount of time. Furthermore, it is a good idea if the Arbitrator's Scribe sits down with the players and works out the footspeeds for each individual player across all listed terrain. Players can divide each of these distances by 10 in order to find out just how many meters per second the character can run over all of the listed terrain types. If a player wants to run for 3 seconds only, then all that needs to be done is to multiply that meters/1 second by 3 to effectively pinpoint exactly how many meters the character has traversed.

FOOTSPEED : Footspeed shows how many meters a character can run when sprinting or jogging across numerous kinds of physical terrain and under various loads.

SWIMSPEED : Swimspeed shows how many meters a character can swim through various aquatic conditions and under various loads. As a rule, a character's swimspeed is 1/4 of his or her Jogging speed.

FLIGHTSPEED : Flightspeed shows how many meters a character can fly through various atmospheric conditions and under various loads. Multiply all listed figures by 2 unless otherwise stated.

WALKINGSPEED : Walkingspeed is equivalent to half the jogging speed. Halve all listed distances on the Jogging table.

SKISPEED : Skispeed shows how many meters a character can travel on skis in 10 seconds under various loads.

The distances are always referenced within the snow sections of the Jogging table. Unskilled skiers will be able to travel at double the rate indicated on the Jog table. Skilled skiers will travel at speeds mentioned in the Additional skills section.

UNLADEN	FOOTSPEED CLOTHING WEAPON	SWIMSPEED NAKED DAGGER	FLIGHTSPEED CLOTHING WEAPON
MODERATELY LADEN	CLOTHING+ EQUIPMENT OR ARMOR, WEAPON AND SHIELD	CLOTHING	CLOTHING AND WEAPON +EQUIPMENT OR SHIELD
HEAVILY LADEN	ARMOR, SHIELD, WEAPONS CLOTHING+EQUIPMENT	CLOTHING+ WEAPON AND SHIELD	CLOTHING+ ARMOR+ WEAPONS AND EQUIPMENT



WEAPONLESS COMBAT



There are two basic groups of Weaponless Combat actions. The first group are resolved as per normal combat mechanics, by rolling for a hit after the attackers CAF is cross indexed with the CDF of the defender.

- These are: 1 Punch,
2 Kick and
3 Grab.

The Second Group of weaponless attacks require that a Grab have been successfully done first before they can be attempted.

- These are: 1 Throw opponent to the ground,
2 Strangle and
3 Make opponent drop object

After a character is rolled up and his Life Points have been calculated, the player must note that same figure under both Life Points and Consciousness Points. Life Points reflect the amount of real bodily damage that may be sustained by the character before he is killed. Similarly, Consciousness Points reflect the amount of punching, kicking and winding that a character may sustain before he falls unconscious to the ground. Some weaponless attacks such as a grab or making an opponent drop an object will cause no loss in life or consciousness points whatsoever. The punch, kick and throwing of an opponent will cause a loss in consciousness points every time they have been successful. The strangle is the only weaponless attack from that deals out damage in the form of Life Points.

Punch If a punch has been successful, the Consciousness Point loss table must be consulted to see how many

points the victim will lose. Punches are only effective against people without helms or metal armor.

Kick

For every kick that connects, the Loss of Consciousness Points Table must be consulted to determine how much consciousness the opponent will lose. The kick may be used against all armor types.

The Grab

If a grab is successful, it means that the attacker has managed to grab a hold of the arm, neck or leg of the opponent (whatever he stipulates). In itself, the Grab causes no damage, but opponents with weapons who have been grabbed successfully, will always attack at -20 CAF, as long as the attacker maintains his grip. The exception to this rule is the opponent who has a dagger and has been grabbed will attack with a -10 CAF. As has been mentioned, to ascertain whether a grab has been successful, the grab is rolled for as would be a normal weapon attack. However, the following Desyatka, the attacker, must re-roll to maintain his grip on the opponent. This is done on the Group Two Weaponless Attacks table. If the roll is successful, then the attacker has maintained his grip, otherwise, the opponent has somehow managed to break the attacker's hold. A successful grip is required to *Strangle*, *Throw An Opponent* or *Make Him Drop An Object*. If the grab was broken before the attacker has had a chance to do any of those three things, then it will be necessary to re-roll for a grab again in the next Desyatka, before he could attempt to do any of them. It is effective against all armor types.

Throwing An Opponent To The Ground

As long as the attacker has grabbed his opponent, then he may attempt to throw him to the ground. The success of such a throw is made on 2nd Group Weaponless Attacks Table. If successful, the loss of Consciousness Points lost resulting from that throw may be determined on the Loss of Consciousness Points Table. The throw is an effective means of weaponless attack against all armor types.

Make An Opponent Drop An Object

This Weaponless Attack mode is only possible to do if a successful grab has been made against the opponent.

This being the case, the 2nd Group Weaponless Attacks Table is consulted to determine if this attack form was successful against the adversary. If successful, the attacker has forced the opponent to drop whatever object he has in hand.

Strangling

This form of attack requires the use of both hands and is only effective against opponents with exposed neck areas. The attacker may only start to strangle such a target if a successful *Grab* has been made in the first place. If the opponent has been grabbed, then he will receive strangling which will cause damage in the form of Life Points. This is primarily due to the effects of asphyxiation, the crushing of the wind pipe and truncation of blood supply to the head. By consulting The Strangling Table, the character can ascertain the amount of Life Points damage that the opponent has received per Desyatka due to strangulation. Damage from the strangulation will be automatic as long as the attackers grab is successfully re-rolled each Desyatka. The player only needs to pay the CAP for the grab on the first attempt to latch on to the opponent and it is not necessary to pay CAP costs for a *Grab* every Desyatka, (only for strangling). Strangling and Punches can only be carried out against opponents not wearing helms or metal armor.

WEAPONLESS ATTACKS

Attacker's Conciousness Points Lost (per hit)
Strength

	Punch	Punch (gauntlets)	Kick	Throw
5	1	2	2	2
6	2	4	4	3
7	2	4	4	3
8	3	6	6	4
9	3	6	6	4
10	3	6	6	5
11	4	8	8	5
12	4	8	8	6
13	4	8	8	6
14	5	10	10	7
15	5	10	10	7
16	5	10	10	8
17	6	12	12	8
18	6	12	12	9
19	6	12	12	10
20	7	14	14	12

STRANGLING

Life Points Lost

Attackers Strength	LP Lost per Desyatka
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	15
14	17
15	19
16	21
17	23
18	25
19	27
20	29

CAP COSTS FOR WEAPONLESS ATTACKS

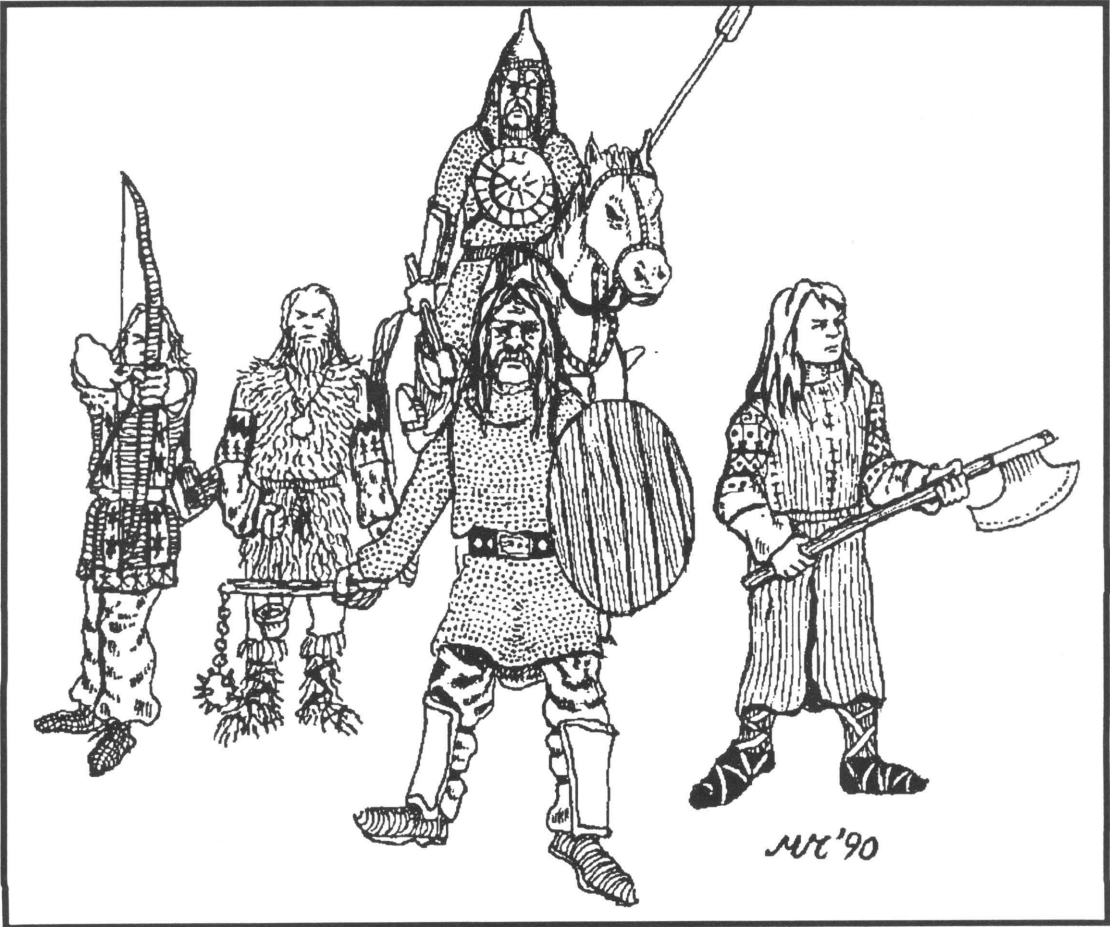
Modes Of Attack	CAP Cost
Grab	6
Throw opponent to the ground	8
Force opponent to drop object	8
Punch	2
Kick	4
Strangle	11

*To determine how many consciousness points the opponent will lose after having been subjected to a punch, kick or throw, simply cross index the attackers strength with the attack mode.



Attacker strength	Defender strength																			
2	50	45	40	35	30	25	20	15	10	5	0	0	0	0	0	0	0	0	0	0
3	55	50	45	40	35	30	25	20	15	10	5	0	0	0	0	0	0	0	0	0
4	60	55	50	45	40	35	30	25	20	15	10	5	0	0	0	0	0	0	0	0
5	65	60	55	50	45	40	35	30	25	20	15	10	5	0	0	0	0	0	0	0
6	70	65	60	55	50	45	40	35	30	25	20	15	10	5	0	0	0	0	0	0
7	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	0	0	0	0	0
8	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	0	0	0	0
9	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	0	0	0
10	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	0	0
11	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	0
12	00	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5
13	00	00	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10
14	00	00	00	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15
15	00	00	00	00	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20
16	00	00	00	00	00	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25
17	00	00	00	00	00	00	95	90	85	80	75	70	65	60	55	50	45	40	35	30
18	00	00	00	00	00	00	00	95	90	85	80	75	70	65	55	50	45	40	35	30
19	00	00	00	00	00	00	00	00	95	90	85	80	75	70	60	55	50	45	40	35
20	00	00	00	00	00	00	00	00	00	95	90	85	80	75	65	60	55	50	45	40

Second Group Weaponless Attacks Table



SPELLS OF THE KOLDUN

When a Koldun completes his training, he sets off on a journey of great adventure across the vastness of Rus, armed with the sum total of his or her knowledge relating to Sorcery. Very few training graduates will part company with their venerable teacher with written works other than diagrammatic celestial observations and measurements. In fact, the commitment to paper of such things is not a common occurrence, especially when one bears in mind that few people have the knowledge of the written word.

The number and types of Sorceries that a Koldun has committed to memory is a reflection of the arcane knowledge wielded by the character's mentor. Only those masters who possess vast powers are best able to pass on their voluminous workings to their novices. Those masters who partake only in dabbling with such learnings have very little to pass on. The following table is used to indicate the number of spells that the character's mentor has chosen to, or has been able to teach to his young initiate during the period of his or her training. To work this out, simply roll the percentile die and reference the resulting number on the table below. Two of those spells known to the Koldun will always be Banishment and the Circle of Protection.

NO OF SPELLS COMMITTED TO MEMORY

SCORE

01-10	3
11-20	4
21-30	5
31-40	6
41-50	7
51-60	8
61-70	9
71-80	10
81-90	11
91-95	12
96-00	13

The Koldun character may only add to his occult knowledge by fraternizing with his ilk, torturing other sorcerers or paying handsomely for such secrets.

THE LIST OF KNOWN SORCERIES

- [1] Speed
- [2] Bind Doors and Gates
- [3] Bind Wings
- [4] Bind Sheathed Weapons
- [5] Growth
- [6] Mind Read
- [7] Clairvoyance
- [8] Clairaudience
- [9] Fly
- [10] Circle of Protection
- [11] Banishment
- [12] Fascination
- [13] Sleep
- [14] Unseen passage
- [15] See the Invisible
- [16] Strengthening
- [17] Weeping Wounds Curse
- [18] Lazy Sword Arm Curse
- [19] Vulnerability Curse
- [20] Invocation of the Minor Beasts

CURSES AND THE EVIL EYE

The Evil Eye is a technique which has been employed by sorcerers world wide since time immemorial. It is used in many curses and sorceries of a banile nature and is most effective when it's use has been noted by the intended victim. It typically consists of a sideways glance, which is visible to the layman, but undiscernible from normal eye movement. Any Koldun may notice that it has been employed by rolling his Power Grading or less on a 1 Dc20. It is, however, up to the character how they treat these situations when they've met with the direct eye contact of others. They may indeed be the recipient of the Evil Eye or merely the recipient of curious looks from normal folk. On that note, it should be mentioned that sideways glancing is frowned upon by regular people, since it could be misconstrued as the Evil Eye, thus inviting a great deal of trouble to all concerned. Where possible, people will avoid looking at others through the corner of their eye because it is regarded as an act of extremely poor taste. Some curses require the utterance of an incantation together with "the eye". In such cases it will be noticed that some type

of curse has been placed upon the victim. Where no incantation is spoken or needed, the caster simply looks and wills the desired curse upon the victim.

[1] SPEED

Magic Point Value: 15

Power Point Cost : 15

GOVERNED BY MERCURY FORTUNATE

Having obtained cinnamon, mace and quicksilver, the Koldun makes the prescribed incantation whilst dropping these ingredients into the glowing coals of a Brazier, together with fish scales.

The smoke which issues forth is used to bathe the legs of the caster, or of another character, as the Koldun chants at a very rapid pace directing Mercuries cosmic powers to impart great swiftness to the desired person.

The ritual having been completed will allow the caster to run at triple speed (cf Footspeed Table) for ten minutes per Power Grading. At the end of this time period the caster is required to sit down to rest for 45 minutes. The caster may impart *Speed* upon other individuals, but of course he may only do so on a subsequent casting, as only one person at a time may be thus imbued with this Sorcery per casting.

By mixing the brain of a cat with congealed magpies blood, frankincense, cinnamon, quicksilver and mace and, heating them over a fire, he may make an ointment which imparts *Speed* upon those rubbed down with it

Ingredients: Five drops of Quicksilver

One Cats Brain

The blood of three Magpies

A finger of Frankincense

A palm full of Mace and Cinnamon, all mixed and pulverized in a pestle.

This ointment will suffice three rubbings. The ointment is applied to the bare thighs only and rubbed in quite vigorously. Each time that it is used in the ointment form, the user should note it on his spell or character sheet. After each time that a person has rubbed himself down and thus noted that he has used this ointment, he must roll the total number of times or more that he/she has used it, during the playing life of the character on a percentile dice, or suffer the potentially fatal effects of mercury poisoning.

If the player fails this roll, then he must roll his *Stamina* or less on a 1 Dc20 to avoid dying from the poisoning. Failing the 2nd roll, the character will become extremely ill for 1 - 6 days and die. A character passing the 2nd roll will not die, but will be bedridden and gravely ill for 1 -6 days.

[2] THE BINDING OF DOORS AND GATES

Magic Point Value: 10

Power Point Cost : 10

GOVERNED BY SATURN UNFORTUNATE

The spell is brought to effect by lodging a leaden nail (melted and cast in a mold carved from the wood of a frankincense tree by the caster) in the wood grain of a door or gate.

This nail may not be removed by other than the Koldun who effected the binding and the door or gate **MAY NOT** be normally opened whilst the nail is embedded in its' wood.

To gain passage through portals thus bound, its necessary to demolish the whole door or gate by axe or fire. Only then may persons pass through. The nail itself is hammered into the door by the wooden nail mould used to cast it.

[3] BIND WINGS

Magic Point Value: Variable

Power Point Cost: Variable

GOVERNED BY MERCURY UNFORTUNATE

By flicking the ashen remains of freshly charred mace into the air towards the intended aerial target and making the required incantation in a basal voice, the Caster may bring down a flying creature. The power point cost of this spell is equal to the Life Points of the creature to be affected and likewise this will be the magic point value for the spell also.

The Koldun uses two magpie tail feathers bound with spider web and dips it into the ashes, flicking them skyward in a circular motion as he chants.

The wings of a thus affected creature will appear to lose synchronization and power, becoming totally uncoordinated and the beast or bird will fall from the sky. The creature will fall straight down; there will be no trajectory. The damage sustained from the fall will depend upon the altitude at which it was flying and what

terrain it is falling into. Generally, if there are large trees or thick snow to break the fall of the creature, then it will sustain 1 - 10 points less damage than it would if it fell headlong into soil or rocks. This spell will have full effect upon "flying" Sorcerers, Demons, Dragons, Grifons, Magical Carpets, Etc.

Beings who fly by Sorcery or by means of a magical object do get to make a Mental Defense roll however to avoid the effects of the spell.

[4] BIND SHEATHED WEAPONS

Magic Point Value: 10

Power Point Cost: 10

GOVERNED BY MERCURY FORTUNATE

Two shreds of wolf fur and beads of iron swept from a smithies floor are charred in a brazier of burning cypress wood, as the caster directs his unnerving gaze toward the intended weapons, chanting and willing them to be bound in their scabbards.

The caster may bind one weapon sheath per Power Grading already attained by the character and it shall effect all types of weapon scabbards, as well as quivers. The weapons may never be drawn from their place unless this is done by the hand of the caster himself or unless he himself has been killed.

[5] GROWTH

Magic Point Value: 10

Power Point Cost: 10

GOVERNED BY VENUS FORTUNATE

Honey, pigeon blood and rose petals roasted in a fire of dry rose stems whilst making the utterance of growth and an up and down motion with the fuming brazier, will make the caster grow an additional 30 centimeters per Power Grading reached by the character. The *Strength* of the caster will rise accordingly, by one *Strength* point per 30 centimeters of magical *Growth*. The magical height of the caster will be thus sustained for 20 minutes per Power Grading of the caster. Additionally, clothes, weapons, armor and equipment will increase in size as the caster does and decrease as the height of the caster reduces.

When the time period has elapsed, the caster will instantly return to his original size.

[6] MIND READ

Magic Point Value: 15

Power Point Cost: 15

GOVERNED BY MERCURY FORTUNATE

Pulverized agate, weasel brain and cloves when made into a paste and placed on the tongue of the caster will allow the caster to delve into the thoughts of others. Nothing being thought by the target creature shall remain obscure to the caster, although if the caster comes across someone in mid thought, he may not be fully aware of the main theme or details of what that person is thinking. Also, the caster may read the mind of animals, although the type of responses he will receive will be the animals feelings, images, disposition, etc.

That is, largely conceptual things. The caster may see exactly what a person is envisaging, feel what he is feeling in his mind.

The spell shall remain in effect as long as the paste adheres to the tongue. The Power Grading of the caster is the number of times that a person may speak without spontaneously swallowing the paste. When the paste is swallowed, all facets of this spell cease.

It should also be noted that to read the mind of a Demon or Malign spirit in human appearance, or the mind of a possessed person, is acutely dangerous. If this is done, the caster must make a successful Mental Defense roll versus Sorcery, or else he will in turn become possessed. If the Mental Defense roll is successful, then he will suffer the loss of one *Intellect* point irrevocably due to experiencing the vileness and insane ramblings of such abominations.

[7] CLAIRVOYANCE

Magic Point Value : 15

Power Point Cost : 15

GOVERNED BY MERCURY FORTUNATE

Frankincense and mastiche when pulverized in a pestle and scattered loosely over burning embers within a brazier, will emit small puffs of smoke, which when inhaled, will produce visions of events taking place in distant locations. There will only be visions and no speech can be heard.

The caster may use this spell in three different ways:

(1) To view a specific locale

- (2) To view a specific person or creature
- (3) To view a specified object



When using the spell to view a locale, the Koldun may see things that are occurring within plain view at this designated place. An epicentre is indicated at the intended viewing area and the caster may see things as if he were standing on that very spot. For every Power Grading that he possesses, the Koldun may move the epicentre, once, and for three meters only. He may move the epicentre through doors, gates, walls, briars or whatever, but as mentioned, he may only move it once for every Power Grade that he has. Having expended his total amount of moves, the spell dissipates. Furthermore, also as stated, he may only see things in plain view from this epicentre and, that means, that unless someone has opened them, it is impossible for the Koldun to open chests, books, coffers and the like. The target place must be at least dimly illuminated to see something.

If the Koldun seeks a particular object, he will see it quite clearly, but if the said item is resting within total darkness, enclosed in some container and/or not with range of some illuminating source, then it will be almost impossible to see it. It is quite within the realm of this *Clairvoyance* to see everything within visible distance of the object also.

The epicentre is automatically stationed in front of the object, so if it is being moved or carried out of the room

and away, then it will be necessary to move the epicentre in the manner and, to the limitations mentioned earlier.

Seeking a person is much the same as seeking an object, and all associated working out will be resolved in the same fashion.

Some factors, however, may add to the success of this spell, whilst others most certainly are extremely banile.

The caster may only set the epicentre at a range of five kms for each Power Grade away from where he himself is located. For instance, a Koldun of the first Power Grading could only see something five kms away and could move the epicentre but once.

To put the epicentre in position initially, the spell caster must roll his Power Grading or less on a 1 Dc20.

Modified as follows:

- [1] The person, object or locale is personally well known to the Koldun (-10)
- [2] Heard excellent descriptions of the locale, object or person (0)
- [3] Faintly remembers the person, place or object. (-5)
- [4] Object of seeking unknown or heard the name mentioned(+10)
- [5] Koldun sitting in darkness (-3)
- [6] Koldun sitting in quiet (-2)
- [7] Koldun places black felt over his head to catch and inhale the puffs of smoke more fully (-1)
- [8] Loud noise or combat sounds near the Koldun (+ 4)

If the Koldun fails this roll, he will suddenly break his concentration and lose the spell and the target. Even so, Power Points must still be deducted.

Everything that the Koldun sees is what will be happening at that very same time as he is sitting there, but in another location elsewhere.

[8] CLAIRAUDIENCE

Magic Point Value : 15

Power Point Cost : 15

GOVERNED BY MERCURY FORTUNATE

This spell is exactly the same as the *Clairvoyance* spell in regard to the targeting procedures, differing in only that the Koldun will hear whatever is in earshot of a designated person, place or object.

Instead of using frankincense in the brazier, ash seeds and sparrow blood are utilized in the fumigation process. The targets maximum range away from the caster is determined in precisely the same as the clairvoyance. That is : five kms per Power Grading of the caster.

[9] FLY

Magic Point Value : 15

Power Point Cost : 15

GOVERNED BY JUPITER FORTUNATE

Having combined crushed ash seeds, gum benjamin and swallows blood in a small urn and heated them over a mellowed fire, until thickened, the Koldun lowers his lips to the mouth of this vessel and inhales the steam three times, then gulps down the mixture whilst at that moment, muttering an incantation to Jupiter and the virtues of swallows. He may only then attempt to jump into the air. The brew may take 1 - 6 Desyatkas to take effect.

When it has come to its potency, the concoction and incantations will cause the Koldun to rise up into the air, quite uncontrollably. From then on, until the duration of the spell has elapsed, the Kolduns feet may or may not be able to touch the earth. This of course depends upon the Power Grading of the caster on a 1 Dc20. The caster must roll his/her Power Grading or less to be able to set foot upon earth whilst the spell is effective. If unsuccessful, the caster must remain airborne for the spells duration, at the end of which he/she may come down again.

Furthermore, the caster may cast other spells when airborne, since it is quite possible for him to hover in the one spot whilst carrying out tricky rituals. He may fight aerially also, however, and all missile attacks launched by a flying Koldun are at a -20 CAF. He may attack with hand held weapons in the normal fashion.

The maximum speed in meters per (Desyatka) ten seconds attainable by the caster when flying is equal to 10 x Power Grading. A 10th level Koldun could *Fly* 100 metres in one Desyatka.

The flight duration will be 10 x Power Grading in minutes. All characters must ensure that all their personal objects have been well fastened before beginning flight. Many loose things **WILL** topple out of pouches,

packs, etc, or catch fast moving wind, which shall wrench it from the Koldun. It is the Arbitrators discretion what should logically have been lost from players who have neglected to secure loose items.

[10] CIRCLE OF PROTECTION

Magic Point Value: Variable

Power Point Cost: Variable

GOVERNED BY THE MOON FORTUNATE
OR SATURN FORTUNATE

For the Koldun, the *Protection Circle* is one of his most fundamental powers, since it gives him an edge over those things that are evil in nature, dwellers of the Underworld and Elemental spirits, creatures that he hopes he will be able to readily summon and control at his whim. One day, against all such creatures, he has a certain measure of protection, through the full degree of the circles potency as a defense is totally dependant upon how many Power Points he wishes to expend in its construction. This alone determines how effective it will be against a specific target.

A lesser Demon of 88 Life Points is assailing a 10th Power Grading Koldun, who, having seen it coming, has constructed a 90 Power Point protection circle. It was a lucky guess. That Demon could do precious little against the Koldun, save arousing his other minions (men) for instance, or throwing a very powerful spell to attack the caster in his magical circle.

A 20 point magical protection circle wouldn't make the Demon as much as wince, and right through it, he'd walk.

But an 90 point protection circle is a different story altogether. In such a case, the Demon would show great reluctance to entering the circle, but may do so in any event. He would remain content in launching missile type attacks against the partly protected caster, that is, throwing logs, large rocks, icicles, etc, or casting spells.

Such a circle is good for nullifying 90 points of magical damage directed against those within. A ravaging type 6 Elemental earth spirit of 100 points would have 90 points damage nullified each ten seconds that it attacks people within the circle, allowing 10 points of damage into the *Circle Of Protection*. Eight incoming spells totalling only 74 points of damage would be totally absorbed.

Some facts about *Protection Circles*:

[1] The circle will prevent the physical entry of a creature/s whose total Life Points don't exceed the Power Points spent to construct the Protective Circle.

[2] The amount of Power Points spent in constructing the circle is the total amount of incoming spell damage or damage from objects launched by magical type creatures that may be absorbed by the circle. Damage amounts over and above the circle's protection value affect one or all of those within the circle.

[3] The circle will protect one person for every 10 points spent in its' construction.

[4] The circle takes two Desyatkas to construct for every 10 Power Points spent in its tracing.

[5] Every two hours the caster must spend half the circles value in Power Points to maintain its integrity as sound magical protection.

[6] The circle is stationary and is traced upon the ground.

[7] The circle will protect against all creatures born of the Netherworld, Dragons and other conjured beasts. If the caster so wishes, it shall be effective against Dwarves and Elves also.

[8] The strength of an inscribed circle may not be added to after it has been already constructed.

The circle may be traced with:

[a] Salt

[b] Chalk

[c] Lodestone

[d] Magician's staff and this tracing is accompanied by chanting and words of protection against named beasts.

[9] The Protection Circle does not guard against spells of the Evil Eye, such as curses and fascination. If the Koldun wishes to further protect himself against such assaults, he must take care to have his back toward those beings such as Demons, Demi-demons and various Elemental entities who may be waiting just outside the circle.

[11] BANISHMENT

Magic Point Value : Equivalent to the amount of Power Points used in it's casting.

Power Point Cost : Equivalent to the amount of Power Points expended in it's casting.

GOVERNED BY THE MOON FORTUNATE

The Banishment ritual is generally used after having inscribed the magic *Circle of Protection* (q.v).

Its usual function is to banish mischievous Elemental spirits, Fairies, Demons and other malign entities from the circle after it's foundation. Having done this the caster may have a better chance of success for the following spell or at worst even odds.

The amount of Power Points that are expended in the *Banishment* ritual is the total amount of Life Points of creatures that may be repelled and or banished due to this spell. Likewise this will be the number of Magic Points that the caster receives for this ritual. Points will always be directed at the strongest attacker.

The Sorcerer states the number of points that he wishes to expend against a creature trying to assail him or friends, either inside, or outside the magical circle.

If the Power Points expended are equal to or higher than the Life Points of the creature/s then the assailing creature is instantly banished.

If the *Banishment* was unsuccessful then the creature will be repelled in one way or another. For every 10 Power Points expended against the creature who was not successfully been banished, the creature will be repelled and kept at bay for ten minutes.

[12] FASCINATION

Magic Point Value : 15

Power Point Cost : 15

GOVERNED BY VENUS FORTUNATE

The art of *Fascination* is almost exclusively the work of the bewitching eye, though taming and seductive words are used also in the incantation for this spell, as well as rose petals and musk oil.

With a handful of rose petals bathed in musk oil, the Sorcerer nonchalantly approaches the being to be charmed, whilst looking at him through the corner of his eye and uttering the incantation of taming.

If the victim to be charmed is more than fifteen meters away, then he will receive a Mental Defense roll versus Sorcery, otherwise he will make his Mental Defense roll at -1 for each Power Grading possessed by the caster.

If the roll is failed, then the victim will walk to the Koldun of his own free will, begging the caster to accept his humble allegiance. It is at this moment, that the

victims face is smeared with the musk oil and rose petals, held previously in the cupped hands of the wily Koldun.

The charmed person will fight anybody who interrupts his/her walk to the Koldun and will do all the Koldun's bidding. The *Fascination* may only be broken by the death of the Koldun, or until he or she so wishes.

[13] CURSE OF SLEEP AND DROWSINESS

Magic Point Value : 10

Power Point Cost : 10

GOVERNED BY SATURN UNFORTUNATE

By simply directing his evil gaze upon another and yawning whilst contorting his upper brow, the Koldun is willing *The Curse of Sleep and Drowsiness* upon the mainly unsuspecting. (see Curses and the evil eye) The victim may attempt a Mental Defense roll vs Sorcery, but if he fails it, then he must roll 1 Dc20. Having completed the roll, the Koldun subtracts his Power Grading from that number. This is the number of minutes that will elapse before the person affected will sit down, seemingly quite fatigued, persistently yawning and then fall asleep, no matter where he is lying. If the result is less than zero, then the Koldun may choose exactly when he wants the curse to come into effect. This curse is permanent until dissolved by a Holy Miracle or by the caster himself, who has but to will it, for that to occur.

[14] UNSEEN PASSAGE

Magic Point Value: 15

Power Point Cost: 15

GOVERNED BY MERCURY UNFORTUNATE

Five small bayberries and some mace mixed with foxes brain and wrapped in the upper and lower eyelids of a fox are the essential ingredients of the Sorcery *Unseen Passage*. This small package is about the size of a walnut and should be squeezed tightly in the left hand whilst reciting a mercuric incantation for *Unseen Passage*. The player should then quickly swallow the tightly compacted concoction.

Instantaneously, the Sorcerer will disappear. No-one may see a person under such an enchantment, but dogs and cats and other beasts will be acutely aware of the

Sorcerers unseen presence largely as a result of their keen olfactory senses, but they will be at a loss to pinpoint the Koldun's exact location. If the character is moving through mud or snow, it will be possible to discern where he is standing.

An assailant wishing to strike out at this unseen opponent, whose rough position may only be guessed at will always receive a -60 CAF. If footprints are visible in soft surfaces, then the assailant will be better able to make calculated guesses as to the sorcerers stance and



whereabouts. Under such circumstances, the attacker will only suffer a -10 CAF.

This Sorcery will have a duration time of two hours plus 1-10 minutes. Characters may not revert to their visible self until this time has elapsed

Unseen Passage results in the visual dematerialization of all the Koldun's equipment and possessions and he may attack his visible adversaries if he so wishes, without penalty.

This spell does not mask sound, however and characters under the influence of *Unseen Passage* will be audible if walking, running or uttering incantations.

[15] SEE THE INVISIBLE

Magic Point Value : 10

Power Point Cost : 10

GOVERNED BY THE SUN FORTUNATE OR
MERCURY FORTUNATE

After taking a large handful of grey ambergris and molding it so as to form a bowl shaped depression in it's waxy centre, the character pours roughly 18ml of mercury into it whilst beckoning the cosmic powers of both the Sun and Mercury to grant visions of the unseen. By looking into the raised meniscus of the mercury, it will be possible for the character to visualize the movements of invisible creatures with great clarity. Everything will appear upside down on it's shiny, bulbous surface, but with practice this should not prove to be a difficulty for the Koldun. The only drawback of this, however, is that the Koldun must be careful not to make any wild moves, which will result in the mercury rolling out of its waxen crucible and rocketing across the floor. In a combat situation it will be best if the Koldun stays fairly still whilst verbally guiding his other fighting comrades towards their unseen quarry as he watches the mercury and advises them of their opponents moves.

On a happy note, both the mercury and the ambergris may be used again if they are carefully bottled back up and stowed away.

This Sorcery may last as long as the Koldun wishes, although, the spilling of the mercury will immediately dissolve the spell.

[16] STRENGTHENING

Magic Point Value : 20

Power Point Cost : 20

GOVERNED BY MARS FORTUNATE

When two small lengths of cypress wood are impregnated with the blood of a black cat and strapped to the upper arms of either the Koldun or a person so decided upon by the Koldun, with shreds of wolf pelt, the Sorcerer may then begin the *Strengthening* incantation, an invocation to Mars. The completion of said incantation will result in an increase in the strength of the character wearing such splints, equal to one *Strength* point for every 2 Power Gradings of the caster. The *Strength* of the character may never exceed 18 in any case. The character will temporarily add 1 Life Point for every point of *Strength* that he has gained and players should take care to note the increased fighting and damage abilities that the character will gain as a result of characters strengthening.

The Sorcery of strengthening will last ten minutes for every Power Grading that the Koldun has attained. After that amount of time has elapsed, the splint wearer will revert to his or her normal *Strength* and the prior gain in Life Points must be subtracted from the character's Life Point tally.

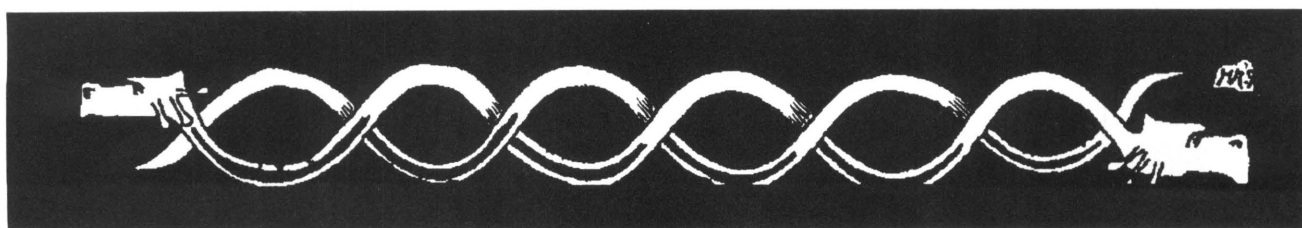
[17] WEEPING WOUNDS CURSE

Magic Point Value : 15

Power Point Cost : 15

GOVERNED BY SATURN FORTUNATE

By invoking the power of the Evil Eye against a target creature or character, the Koldun has performed the first initial step in bringing the Sorcery to fruition, by willing that the victims wounds may forever bleed.



The Koldun withdraws from the area or returns home. Thereafter that same day, the Koldun must find a black cock and hang it upside down by some string. Every day the Koldun must go and feed it, then nick it with a knife so as to draw blood. For as long as the Koldun performs this daily ritual, the character upon whom the Evil Eye fell will not be able to heal his or her wounds either naturally or by Sorcery. The spell may only be broken by finding and freeing the bleeding cockerel. Only the *Holy Miracle of Healing* may be used to overcome the banile effects of this curse.

[18] CURSE OF THE LAZY SWORD ARM

Magic Point Value : 15

Power Point Cost : 15

GOVERNED BY MARS UNFORTUNATE

With the sickening gaze of the Evil Eye, the Koldun wills that the character will suffer from a lack of speed and power in his good sword arm. At this point, the targeted creature must make a Mental Defense roll vs Sorcery. A failed die roll indicates that the character will suffer the full effects of the curse.

The effect of this Sorcery will be a decrease in the CAF of a selected opponent. The exact decrease in the foes CAF is determined by the Power Grading of the Koldun employing this curse. The Koldun must roll a 1 Dc20 and subtract his or her Power Grading from the resulting roll. This is the number of minutes that must elapse before the spell comes into effect.

POWER

GRADING	LOSS TO THE VICTIM'S CAF
1-3	-10 CAF
4-6	-20 CAF
7-9	-30 CAF
10	-40 CAF

The decrease in CAF will be permanent until the curse is lifted by the Sorcerer in question (usually for a substantial fee) or by the death of the Koldun respon-

sible for the laying of the curse in the first place. *The Holy Miracle of Lift Curse* will immediately remove the Sorcery.

[19] THE CURSE OF VULNERABILITY

Magic Point Value : 15

Power Point Cost : 15

GOVERNED BY MARS UNFORTUNATE

The Evil Eye and malign will of a Koldun are all that is needed to invoke this curse, but by taking a ring or shred of a characters armor, the Koldun is capable of laying an extremely damning permanent curse upon a person. Without the small piece of armor, the curse will only last 1-3 days. Otherwise it will be permanent as mentioned. The Koldun must roll a 1 Dc20 and subtract his or her Power Grading from the number. The adjusted figure is the number of minutes that must pass before the curse may come to full effect. The effects to the opponent's CDF will be as follows.

POWER

GRADING	LOSS TO THE VICTIMS CDF
1-3	-10 CDF
4-6	-20 CDF
7-9	-30 CDF
10	-40 CDF

THE INVOCATION OF MINOR BEASTS

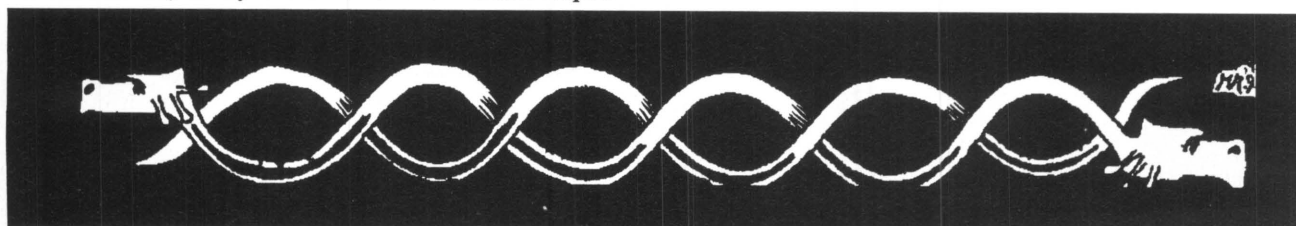
Magic Point value : 20

Power Point cost : 20

GOVERNED BY SATURN FORTUNATE

Invocations are probably the most powerful of all Sorceries available to the Koldun. *The Invocation of Minor Beasts* is at the top of the range amongst those listed here.

By burning sulphur, black poppies, henbane, mandrake root and the brains of a cat in a brazier of copper and making the appropriate incantation to Saturn, the Koldun is creating a gate through which minor beasts may be drawn into this world. The names



of minor beasts need not be known in order to summon them. A list of beasts likely to appear when the Sorcery or invocation is called upon are as listed in the table below. The type of beast summoned must be rolled for on a 1 Dc10 and referenced on the table. The Koldun is capable of invoking one creature for every Power Grading that he or she possesses. If the Koldun is capable of summoning more than one creature, then all subsequent creatures will be of the same type as the first beast that shows up. When the creature appears it will be necessary to roll for successful control of them upon materialization. The chance of controlling any invoked creature is 20% + the character's *Appeal* score + 5% for every Power Grading possessed by the caster or less rolled on the percentile die. If the control roll is failed, the Koldun may try once more the following *Desyatka* to regain control of the beast. If this again fails, then the character will be in dire straits. Kolduns may protect themselves by means of the *Circle of Protection*, for it will prevent these invoked minor beasts from attacking him, although his circle must have been constructed with sufficient Power Points. If the creature is controlled, the Koldun will be capable of issuing commands to it and it will obey whatsoever is asked of it. The Koldun is only capable of summoning these minor beasts with

this Sorcery and to dispel or banish them requires that the Sorcery *Banishment* (q.v) be used.

INVOKED BEAST

- 1 Goblins
- 2 Elves
- 3 Dwarves
- 4 Snow worms
- 5 Flame spawn
- 6 Stormlings
- 7 Sand worms
- 8 Steam worms
- 9 Dvorovoi
- 10 Fairies 1-100

THE ELEMENTAL SPELLS

The Elemental spells are the basic tools of the Volkhvy characters, for it is only through them that the character is able to perform any of the Elemental spirit manipulations. The prime reason for this, of course, is that without such spells it would be impossible for the Volkhvy to communicate his wishes and demands to the Elemental spirits.

1. SPEAK TO ROCK AND EARTH:

POWER POINT COST: 2 x THE TYPE OF
ELEMENTAL SPIRIT CONVERSED WITH.
MAGIC POINT VALUE- 2 x THE TYPE OF
ELEMENTAL SPIRIT CONVERSED WITH.

The capability to cast this spell is granted by the Elemental Gods Moksha, Rod or Rozhanitsy. By means of this Elemental spell the Volkhvy is capable of conversing with the rocks or earth that lie scattered across the length and breadth of the land. The Volkhvy may ask the resident Elemental spirits of mud, gravel, rocks, soil or hills to perform tasks for him in the form of Elemental manipulations. The exact type of spirit that he may be talking to depends totally upon the locale in which it can be found (q.v *Elemental abodes*).



The Volkhv may also ask questions regarding the movements and actions of people or beasts within their area, or whether anything is buried beneath the surface of the soil for example.

2. SPEAK TO WATER :

POWER POINT COST : 2 x THE TYPE OF ELEMENTAL SPIRIT CONVERSED WITH.
MAGIC POINT VALUE : 2 x THE TYPE OF ELEMENTAL SPIRIT CONVERSED WITH.

By means of the *SPEAK TO WATER* spell, the Volkhv is endowed with the ability to speak with all kinds of Elemental spirits of water, though the exact Elemental spirit type that may be contacted is dependant upon the locale in which the character is trying to make contact. The Volkhv can command these spirits to take part in Elemental manipulations that he is formulating, or he may simply want to ask them a question. The Volkhv must be in direct visual contact with the water source to effect this spell. This spell is extremely valuable in determining whether or not a water body is inhabited by a Vodyanoy for instance.

3. SPEAK TO FIRE :

POWER POINT COST : 2 x THE TYPE OF ELEMENTAL SPIRIT CONVERSED WITH.
MAGIC POINT VALUE : 2 x THE TYPE OF ELEMENTAL SPIRIT CONVERSED WITH.

The capability to cast this spell is granted by the Elemental Gods Svarog, Svarozhich, Iarilo or Svantovit. With the Elemental spell *SPEAK TO FIRE*, the Volkhv has the ability to communicate with the Elemental spirits of fire that reside within anything from a small candle flame to a raging grass fire. By using this spell the Volkhv has the means by which he can stimulate Elemental manipulations possessing a fire component. He may also ask the Elemental spirits of fire any type of question.

4. SPEAK TO AIR :

POWER POINT COST : 2 x THE TYPE OF ELEMENTAL SPIRIT CONVERSED WITH.
MAGIC POINT VALUE : 2 x THE TYPE OF ELEMENTAL SPIRIT CONVERSED WITH.

The capability to use this spell is granted by the Elemental Gods Perun or Stribog.

The Elemental manipulation *SPEAK TO AIR* acts in exactly the same way as the other Elemental spells above, save for the fact that it's prime purpose is to make contact and converse with the Elemental spirits of the air

EXPLANATIONS OF ELEMENTAL MANIPULATION FORMATTING.

ELEMENTAL SPIRIT KEY.

A = AIR ELEMENTAL SPIRIT
F = FIRE ELEMENTAL SPIRIT
W = WATER ELEMENTAL SPIRIT
E = EARTH ELEMENTAL SPIRIT

All Elemental manipulations are formatted in the following way.

1. The **ELEMENTAL SPIRIT COMBINATION** : This will show what mix of Elemental spirits are required to perform the manipulation.

A Requires that an Elemental air spirit be summoned, of whatever type.

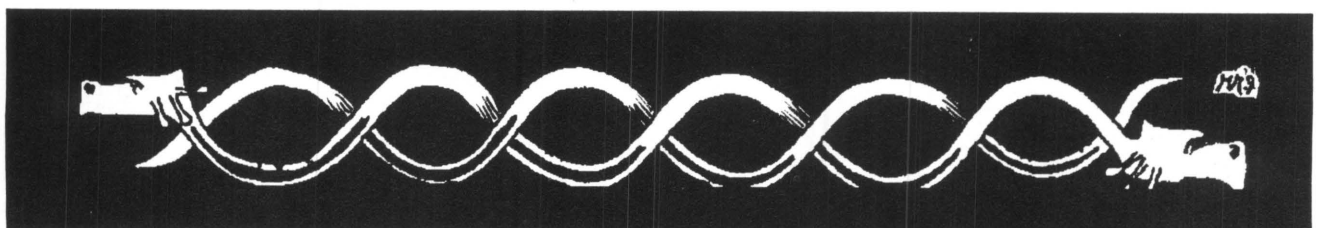
W Requires that an Elemental water spirit be summoned, of whatever type.

E Requires that an Elemental earth spirit be summoned, of any type.

F Requires that an Elemental fire spirit be summoned, of whatever type.

AA Requires the summoning of two Elemental air spirits, of whatever type.

AE Requires the summoning of both an Elemental air spirit and an Elemental earth spirit, of any type.



AF Requires the summoning of both an Elemental air spirit and an Elemental fire spirit, of any type.

WW Requires the summoning of two Elemental water spirits, of any type.

WA Requires the summoning of an Elemental water spirit and an Elemental air spirit, of whatever type.

WF Requires the summoning of an Elemental water spirit and an Elemental fire spirit, of any type.

WE Requires the summoning of an Elemental water spirit and an Elemental earth spirit, of any type

2. The **HOT OR COLD MONTHS** : The months during which Elemental manipulations are performed will dictate what types of manipulations may be done.

3. The **POWER POINT COST** : This is the amount of Power Points that must be subtracted from the Volkhv's daily tally of Power Points in order to speak with the Elemental spirits and perform Elemental manipulations.

Some Elemental manipulations will be seen as AA PV/MIN, for example.

This means that after the character has talked to the necessary Elemental spirits and then cast the Elemental manipulation, he need only pay additional Power Points after the lapse of a period of time indicated after the slash. Effectively this means that the caster can keep the manipulation continually active without having to resummon the Elemental spirits when the Elemental manipulation would normally have terminated with the dispersal of the constituent ES's, as long as he pays the appropriate amount of Power Points.

If there is no such listing, it means that manipulation has an effective duration of either one Desyatka or a period otherwise stipulated in the manipulation's description.

4. **DESCRIPTION OF THE ELEMENTAL MANIPULATION'S WORKINGS** : This explains the workings of the manipulation.

A

WARM MONTHS

[1] ASPHYXIATION

COLD MONTHS

ASPHYXIATION

[1] As per the ASPHYXIATION manipulation, although only one Elemental air spirit is involved.

W

WARM MONTHS

[1] SWELLING

COLD MONTHS

[2] INTERNAL FREEZING OF BODY JUICES

[1] As per the WW manipulation SWELLING OF BODY JUICES, but only one Elemental water spirit will be involved in the manipulation.

[2] As per the WW manipulation INTERNAL FREEZING, but only one W Elemental spirit is used.

F

WARM MONTHS

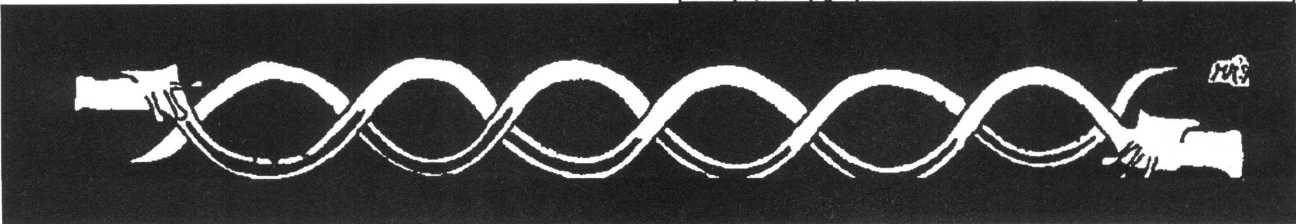
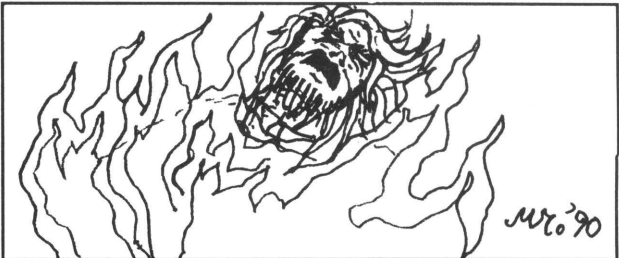
[1] BURNS

COLD MONTHS

[2] HEAT AIR

[1] **BURNS** : When the Elemental fire spirit is summoned it will leap from its source and burn one target, causing damage equal to it's PV.

[2] **HEAT AIR** : The heat air is exactly like the HEAT AIR listed under AF manipulations, but it will require that only one Elemental fire spirit be summoned.



E

WARM MONTHS

[1] PARALYSIS

[1] **PARALYSIS** : When the Elemental earth spirit is summoned it will immediately shoot beneath the ground and enter the victims body from beneath. The E will then throttle the spinal chord of the character, causing **PARALYSIS** which will cause the affected character to drop limply to the ground unable to move. The **PARALYSIS** does no damage, but it will paralyze the victim for two Desyatkas for every point of the E's PV.

COLD MONTHS

PARALYSIS

AA

WARM MONTHS

[1] ASPHYXIATION

AA PV/MIN

[2] LUNGBURST

[3] WINDBREATH

[4] DISPERSE SMOKE AND GAS

[1] **ASPHYXIATION** : is the result of an AA combination. The AA draw close to their target, pull the air from his lungs and thereafter prevent the passage of air to the victims lungs by blocking away the movement of breathable air. The Volkhv may keep the **ASPHYXIATION** attacking the victim, but the Volkhv need not "speak" to the Elemental spirits concerned each minute, only pay the AA PV in Power Points. For each minute that it attacks the victim, the victim will take damage equal to the AA's points. The victim being assailed by this spell must refrain from running, fighting or any other vigorous activity, or else he will take double damage for each Desyatka that he continues this activity. The victim is approaching death when his face has turned blue and his tongue is protruding. Once the **ASPHYXIATION** is attacking it's prey, the Volkhv is free to carry out other actions if he or she so wishes.

COLD MONTHS

ASPHYXIATION

AA PV/MIN

LUNGBURST

WINDBREATH

DISPERSE SMOKE AND GAS

[2] **LUNG BURST** : The rapid influx of the two air Elemental spirits into the lungs and bronchial tubes of the victim causes damage to that organ. Damage is equal to the Elemental points of the AA. The **LUNG BURST** will attack for two consecutive Desyatkas after which time the AA will disappear. By making a Mental Defense roll versus Elemental magic, the victim will avoid taking damage only for the first Desyatka. This indicates that he has managed to close his mouth so as to momentarily prevent them from entering on the first Desyatka of the assault.

The caster inhales the two AA and blows them towards the target to carry out this manipulation. Victims will appear to go red in the face and have great breathing difficulty. The chest of the victim will appear bloated and fully expanded whilst under the effects of this manipulation.

[3] **WINDBREATH** : For characters who are being asphyxiated, the windbreath AA combination is used to force its way through the air blockade, created by the AA in the **ASPHYXIATION** manipulation, to keep the character supplied with air during the ordeal. Ideally, the windbreath should be stronger than the **ASPHYXIATION** in Elemental points. If this is so, then the asphyxiated character will sustain nil damage. If it is of lesser potency than the **ASPHYXIATION** then the elemental points of the windbreath are subtracted from those of the **ASPHYXIATION**. The remaining sum is the amount of damage that the assailed character or beast will sustain for each minute that the **ASPHYXIATION** continues.

For example: A character is being asphyxiated for six points per minute. If a 12 point value **WINDBREATH** is used, then he will sustain no damage and may run about as he pleases. If however, the character being asphyxiated is aided by a three point **WINDBREATH**, then he will sustain only three points of damage for each minute that the assault continues.

[4] **DISPERSE SMOKE OR GAS** : The **DISPERSE SMOKE OR GAS** may be used to disperse smoke and noxious or toxic gases from the immediate vicinity of the caster, which have been created naturally or otherwise. The caster inhales the AA and blows them from his mouth. This counts as one use. If used to counter damage from attacks by smoke or gas type spells, the

point value of this dispersion manipulation is subtracted from the would-be damage of the smoke/gas attack. If the dispersion is more powerful than the smoke or gas attack, then the intended victim will suffer no damage from the assault. If it is less powerful, then the PV of the dispersion is subtracted from the PV of the smoke or gas attack, leaving the amount of damage that the victim will sustain. For example, a warrior is being attacked by a "smoke jet" of 12 points. If the Volkhv breathes towards him to provide him the protection of a **DISPERSE SMOKE OR GAS** of 14 points, then the warrior would sustain nil damage as the "dispersion" has diverted and scattered the jet of smoke.

If the "dispersion" was only 8 point value in potency, then the character would sustain 4 points of damage from the attack

AE

WARM MONTHS	COLD MONTHS
[1] ARROW GUARD	ARROW GUARD
[2] ARROW SPEED	ARROW SPEED
[3] DUST SCREEN	[7] SNOW SCREEN
[4] LEVITATE	LEVITATE
[5] CREATE GAS	CREATE GAS
[6] FLYING DEBRIS	[8] ICE SPEAR

[1] **ARROW GUARD** : The summoned AE will remain in the air close to the person or persons to be protected and start deflecting incoming spears, arrows and hand axes. The summoned AE.s Point Value is equivalent to the total amount of -10 CAF, that may be subtracted from incoming arrow or spear attacks before it disappears. The subtractions may be allotted as the caster sees fit. For example, a 20 Point Value **ARROW GUARD** is used. In total, five arrows and one spear are shot and thrown at the Volkhv and his warrior companions. The caster says that he wants 5 Power Points used against each of the first two arrows (-50 CAF to

each arrow shot), 2 Power Points against the 3rd and the 4th arrow (-20 CAF to each attack), plus 3 Power Points against the fifth arrow and three against the spear. This means that the Volkhv has created 20 Power Points worth of protection against the incoming missiles after which the AE will disappear, and must be resummoned again. If he wanted, the caster could have 20 Power Points (-200 CAF to attackers), against a single arrow

[2] **ARROWSPEED** : The two AE.s follow the caster and warriors about, after having been summoned. The AE grasp any arrows, spears or hand axes launched from within the party and help guide the projectile towards its target at a much greater speed. Each point of the AE expended to aid the flight of the projectiles equates to +10 CAF, and 1 Life Point extra damage for the missile. A 7 point **ARROWSPEED** for example is used. The Volkhv dictates that 4 points of the **ARROWSPEED** is to be allocated to the first arrow fired by his warrior comrade. This arrow will receive + 40 CAF / + 4 damage and, of course, this leaves only 3 points of arrow speed left, which may be allocated to the next and/or subsequent party projectiles. Once all of the **ARROWSPEED**'s AE Point Value has been expended, then, it will disappear and need to be resummoned if required again. The beneficial CAF and damage modifiers are added to all the CAF and damage modifiers of the character who has fired the projectile

[3/7] **DUST SCREEN / SNOW SCREEN** : A small vortex shall appear to twist and cavort about the feet of the caster, leaving spindly trails in the soil or snow. The ground covering, that is, soil, snow, leaves or forest floor mulch, will be sucked into the core of the spiralling air Elemental spirit and be contained within it. At the Volkhv's command, he directs the air vortex to a particular area up to and including the range of the clear, unobstructed vision of the caster. There it discharges its load of dust, snow, etc, creating an opaque screen. The area of the screen shall be one meter in diameter for each Elemental Point of the AE combination. A 14 Point Value air and 12 PV earth elemental would create a dust storm with a diameter of twenty six meters for instance. All those within the screen will be unable to see more than one meter. The screen shall remain for one minute per Power Grading of the caster. The

Volkhv can make it move within this period at up to sixty metres per Desyatka. All missile fire directed against people within the screen shall be at a base 2 attack grades, lower as shall be all hand to hand combat. Consult create gas for the disorientation resolution - disorientation is indicated by a roll of 1 on a 1 Dc6.

[4] **LEVITATE** : When this AE is called upon and invoked, the air and earth spirits lift the caster into the air ten meters per Power Grading. Additionally, he may **LEVITATE** upwards 10 kg per Power Grading in other weight. NOTE: He may only go up and down and this manipulation doesn't confer the ability of flight, merely to lift himself and or a certain weight of goods off the ground.

[5] **CREATE GAS** : In this manipulation, the Volkhv directs the AE to create a globe of potentially lethal toxic gas. All people within this area must roll their tamina or less on a 1 Dc20 or suffer damage in Life Points equal to the Elemental Points of this manipulation. If a successful roll is made, then those within the circle of effect will suffer half damage. The diameter of the globe is 30cm per Elemental Point of the AE combination. The globe will last:

Four minutes with no wind - slight breeze

One minute with moderate breeze

One Desyatka with strong wind gusts

There is a 1 in 6 chance that a character will become disoriented and he will begin to run off in a different direction within the globe, due to the opaque and blinding effects of the gas, as well as panic.

Roll 1 Dc6 under such circumstances. This will determine which direction each character shall run in.

[6] **FLYING DEBRIS** : When the constituent AE combination is summoned up, it will rip debris from the ground such as sharp rocks, sticks and thorns and pelt victims in an area which extends outwards from the caster. These dangerous projectiles will cause damage to all who stand within their pathway which is ten meters long and five meters wide. The damage that is sustainable will be equal to the PV of the AE combination.

[7] **ICE SPEARS** : When this AE manipulation is summoned, the Elemental air spirit will begin to spiral upwards in a sort of mini-cyclone, drawing the snow up into a lengthy solidified spear shaft made totally of ice.

The Volkhv may then pick up the **ICE SPEAR** and hurl it towards the intended target. The **ICESPEAR** never misses its target and it's sharp tip is driven deep into the body of the foe. Those people struck by an **ICE SPEAR** will suffer damage equal to the Elemental PV of the AE combination.

AF

WARM MONTHS

[1] HOT AIR BURST

[2] FLAME BREATH

[1] **HOT AIR BURST** : When the AF is summoned, it combines to create a burst of hot air one meter wide and ten meters long. The **HOT AIR BURST** is made when the caster inhales the air spirit and exhales, forcing it out through his rounded lips. After leaving his mouth, the Air Spirit combines with the Fire Spirit, creating a super heated burst of air. The burst will do damage equivalent to the combined PV of the AF. One hot air burst is created when the equivalent of the AF is spent in power points. The **HOT AIR BURST** harms the victim by burning its skin and breathing passages. The victim will be momentarily blinded for 1 - 2 Desyatkas and have areas of blistering on exposed skin.

[2] FLAME BREATH :

After summoning the AF and paying the required



point cost, the Volkhv inhales the air spirit and blows it out viciously. The air Elemental spirit picks up the summoned fire Elemental spirit and carries it forth, rocketing ahead in a jet of fire ten meters long, one meter thick and one meter wide. When hit by the **FLAME**

BREATH, the character or creature will be burned for damage equivalent to the AF PV. People within the area of the flaming jet sustain that damage in burns. Hair and furs will be burned also.

[3] **HEAT AIR** : This will heat a globe of air with a diameter equivalent to one meter for each point of the AF PV. The heat air travels with the caster and will protect everyone within the globe from the ill effects of extremely cold natural weather and , from summoned cold based attacks to some degree. The total Point Value of the AF equals the number of cold based elemental attack points directed into the globe that may be nullified per Desyatka.

A 25 Point **HEATAIR** would nullify 25 damage points from a 30 PV **FROST SPEAR** hurled at a Bogatyr' within the globe, leaving him to sustain a 5 Point wound in his breast. If the **FROST SPEAR** was only a 10 PV., then that **HEAT AIR** would nullify that 10 Points, leaving 15 Points to protect the persons within the globe from cold based attacks for that Desyatka. Cold based manipulations will appear to melt and vaporize upon coming into contact with the perimeter of the globe. Furthermore, the passage of this globe across snowfields will leave a rather conspicuous trail of thawed snow.

WW

WARM MONTHS	COLD MONTHS
[1] SWELLING OF BODY JUICES	[4] INTERNAL FREEZING OF AN OBJECT
[2] BURSTING OF WATER SKINS AND BOTTLES	[5] CREATE ICE
[3] CREATION OF FLUIDS	
[6] DISSOLVE CLOTTING	
[1] SWELLING OF BODY JUICES : When this combination is brought into effect, they will cause the body juices of a living creature to swell internally, doing damage the equivalent of the point total of the elemental	

spirits. It will swell tree sap, blood, urine, phlegm, bile, vomit e.t.c.

[2] **BURSTING OF WATER SKINS AND BOTTLES** : By this combinations, the ES's combine to swell the existing fluid volume within an enclosed receptacle and depending upon the volume of the phial, bottle, flask, skin, urn or otherwise, it may burst. For the actual amount of fluid created, see [3]

[3] **CREATION OF FLUIDS** :
This combination may be used to create an increase in the volume of a given fluid. It may be any fluid, water, beer, wine, acid, poison, mead, sauces, etc. But not Holy Water or magical potions. The fluid volume will increase by 200 ml for each point of Elemental. The volume increase takes one minute.

[4] **INTERNAL FREEZING OF THE OBJECT** :
The two water elementals aid in freezing the internal vital juices of living creatures. The damage caused is the sum of their Elemental points. The organism will become pallid and be wracked with internal pain.

[5] **CREATE ICE** : This is used to create ice. For instance, to fill in holes in the ice or to create a bridge. One half meter of ice is created for each Elemental point it possesses.

[6] **DISSOLVE CLOTTING** : With a **DISSOLVE CLOTTING**manipulation, the WW combination interacts to dissolve blood clotting, up to and including the sum of their point value. That is, a WW of 30 Points would dissolve an existing 20 Points worth of clots on the brain, or in the heart for example, saving the victim from enduring further damage. It will not, however, reverse damage already done by them.

WA

WARM MONTHS	COLD MONTHS
[1] AIR IN THE BLOOD WA PV + WA PV/DES	AIR IN THE BLOOD WA PV+ WA PV/DES
[2] WATER BREATHING BUBBLE WA PV + 1/2 PV/4 MINS	
	[3] ICE CAVITY WA PV + 1/2 PV/HOUR

[1] **AIR IN THE BLOOD** : When this spell is activated, the water Elemental spirit appears within the blood of the victim and awaits the coming of the air spirit, which is eventually inhaled. Together, they create air bubbles within the blood, cerebral fluid or bladder of the hapless victim and this will cause immediate damage equalling the sum of their Elemental points. For every hour there after, the victim must dice for further damage. His *Stamina* x 6 equals the number or less that he has to roll on the percentile die, to avoid taking that same damage again. That is, he has 12 *Stamina*, he receives 18 Life Points damage from the attack and every hour afterwards, he must roll 6 x 12 *Stamina* (72% or less) to avoid taking another 18 Life Points damage. To prevent further damage, he must consult a Volkhv and have a REMOVE BUBBLES cast on him (q.v - AW). This will dissolve the bubbles altogether, but won't reverse the damage done up until then.

[2] **WATER BREATHING BUBBLE** : When the Air Elemental enters the water, it provides a ready source of breathable air for the spell caster in the form of a bubble. This air bubble is fully encapsulated by the water spirit, which in turn propels it about underwater, always near the Volkhv's side. When the Volkhv needs air, the water spirit pulls the bubble to his face so that he may breathe and then pulls away until he needs his next breath. The caster may breathe submerged for one minute for each Elemental Point of the air elemental. That is, a 23 point air Elemental spirit will provide 23 minutes of underwater breathing time. As each minute passes, the bubble becomes smaller and smaller until there is nothing left.

The decreasing bubble size provides the caster with a visible indication of how much longer he can breathe underwater. This elemental combination can supply air for other party members underwater, if the Volkhv desires.

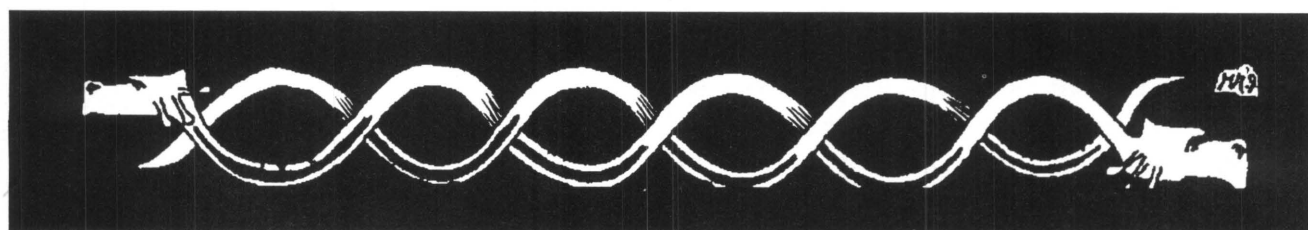
If the air Elemental spirit disappears at anytime, then the air bubble will **INSTANTLY** dissolve, leaving nothing for him to breathe. If the water elemental is dispelled or leaves, then the air elemental bubble will float aimlessly to the waters surface. It will float so fast as to be unreachable by the caster. Every four minutes, the caster must expend half the point value of the two combined water and air spirits.

[3] **ICE CAVITY** : This combination will create an air cavity with a small access tunnel in either snow or ice, which is very useful in shielding characters exposed to severe elemental conditions, such as blizzards or harsh winds, which are in themselves, potentially hazardous. Within the cavity, the character will remain warm, but no large fires may be lit within without causing a cave-in. Braziers, etc, are ok.

The WA combined, provide enough shelter for one man for every 10 points of their combined WA point value. Additionally, the caster must spend half of their combined elemental points in power points each hour to ensure the structural integrity of the structure. If not, it will collapse, causing damage equivalent to their combined point value for each minute that the person is entombed.

Similarly, the departure of either elemental spirit will lead to an immediate cave-in of the ice cavity, causing damage as mentioned above. This manipulation is obviously a fantastic form of concealment during winter and will rarely be spotted, unless the pursuer is within ten meters of the tunnel entrance. That is a W (20) + A (11) = 31 PV

It will make enough shelter for three people and will cost the caster a further 15 Power Points each hour to ensure that it won't collapse. If it does collapse, it will cause 31 points damage per minute to each character entombed.



WF

WARM MONTHS

[1] BLOOD BOIL

WF PV + 1/2 PV/DES

[2] FLUID BOIL

WF PV+ WF PV/MIN

COLD MONTHS

BLOOD BOIL

WF PV+ WF PV/DES

FLUID BOIL

WF PV + WF PV/MIN

[3] CURE FROSTBITE AND HYPOTHERMIA WF PV + WF PV/DES

[4] PROTECTION FROM COLD AND FROST WF PV + WF PV/4mins



[1] BLOOD BOIL :

This WF combination will cause the spontaneous boiling of the internal body fluids inside the intended victim, which may be either plant or animal. The damage is equal to their combined Elemental Point Value. It may be used to boil the blood, cerebral fluid, urine, gastric juices, etc, depending, of course, upon the damage applied to the target. Damage may appear as a slight headache or a severe one. A severe case will cause

the affected animal to drop to the ground in severe pain for one to three minutes incapacitated and, if it applies, he will also remove his helmet. Boiled blood, urine and gastric juices will likewise be seen as either heartburn or indigestion for slight damage, or, in severe cases, the victim will again drop to the ground, take the required damage from the WF and writhe on the ground for one to three minutes, due to the pain. The Volkhv can be kept active by expending further Power Points every Desyatka thereafter.

Severe damage is more than 25 points. Less than 25 points damage means that the target is not incapacitated. Trees will appear to wilt in mild cases and severe cases, will lose limbs, leaves and bark over one to five minutes.

[2] FLUID BOIL : This spell enables the caster to instantly boil water or fluids. He can boil 200 ml of water

for each elemental point in the combination. Submerged animals, plants, characters or creatures, etc, will take damage in the usual manner for each minute that they are inside the fluid. The boiling fluid cannot be escaped, since it follows the victim whilst he remains in the fluid based concoction. Also, stews, beer, acid or any other type of fluid may be boiled. If this is applied to magical potions, ointments or Holy Water, they must make a survival roll or be defiled or demagicked.

[3] CURE FROSTBITE OR HYPOTHERMIA: This WF amalgamation warms and circulates the blood within the bodies of creatures that have sustained damage from frostbite, hypothermia or frost/cold spell attacks and heals only this type of damage up to

and including, the combined point value of the WF combination. Destroyed body tissues in the extremities, toes, fingers, ears, the nose, skin etc, will be healed.

[4] PROTECTION FROM COLD AND FROST:

This will supply protection from frost, cold and hypothermia equal to the Power Points of the WF pair per Desyatka. For every four minutes that the caster wishes to remain protected, he must expend power

points equal to the point value of the WF combination. If he so wishes, the caster may place this protection upon another player, but he still must make the Power Point subtractions himself.

For the duration of this spell, the protected individual is protected from that amount of cold damage per Desyatka. All cold based damage will have the amount of the WF's points subtracted from it, thus nullifying the damage. For example, the caster is protected by 40 points of the WF. A FROST BREATH of 30 Points, which is directed at him, will be totally nullified, leaving him 10 points of cold protection left for that Desyatka. If he was hit by another frost attack of 20 points in that same Desyatka, he would nullify 10 damage points of that attack with his remaining 10 points of frost protection and sustain 10 points of frost damage.

WE

WARM MONTHS

[1] CREATE

BLOOD CLOTS

WE PV + WE PV/DES

[2] CURE BLEEDING

WE PV + WE PV/DES

[3] SINKING

WE PV + WE PV/DES

[4] UNDERWATER

PROJECTILES

WE PV + WE PV/DES

COLD MONTHS

CREATE

BLOOD CLOTS

WE PV + WE PV/DES

CURE BLEEDING

WE PV + WE PV/DES

SINKING

WE PV + WE PV/DES

UNDERWATER

PROJECTILES

WE PV + WE PV/DES

[1] **CREATE BLOOD CLOTS** : Will cause blood clots within the blood steam, bowels or cranium of the target, doing damage equal to their combined point value. Additionally, every hour thereafter, the victim must roll 6 x *Stamina* or less, otherwise he will sustain the point value of the WE combination in damage, due to the presence of the existing blood clots. The clots will remain in the victim long after the disappearance of the Elemental Spirits and are removeable only by a WW manipulation **REMOVE CLOTTING** - this however will not reverse the damage already caused by the action of

the blood clots. The clots themselves are actually by-products of the interaction of the WE combination. Each time the WE is used in an active mode, it will create that amount of damage, leaving a residual clot, possibly to do further damage each hour thereafter.

For example, a victim was attacked four times over the four Desyatkas by a WE of 14 Points, sustaining 56 points of damage in total. He has a *Stamina* of 9.

Every hour he must roll 6x9 = 54% or less for each time he was attacked originally, or sustain 14 Points of damage for each roll he fails. This is due to the action of four 14 point clots within his body. Victims will complain of headaches and or chest or abdominal pains after they have been attacked initially and, also for every roll that they fail thereafter.

[2] **CURE BLEEDING** : Will cause benign clotting in areas which have sustained clots or internal bleeding. The WE interact to heal damage of this type up to and including their combined point value. For example, a WE of 12 points would cure the 12 points of damage caused by a mace blow.

[3] **SINKING** : The WE elements will grapple things located or swimming underwater, be they plant, animal or even a small boat. In doing so, the earth spirit elemental removes the natural buoyancy of the target by increasing its' weight, and the water spirit drags it towards the water bottom. The victim will sustain damage equal to the point value of the WE for each minute that it continues sinking underwater. Large vessels may only be sunk by a Type 6 water spirit and or Type 6 earth Elemental spirit.

[4] **UNDERWATER PROJECTILES** : Are created by this manipulation in the form of rocks, roots and sticks residing on the waters bottom. Said objects will hurtle through the water and speed towards their designated targets. The target will take damage equal to the combined point value of the WE, in the form of damage from the impact between the object and the target and, water inadvertently inhaled during the moment of impact.

POWER SOURCE FOR ELEMENTAL SPELLS AND MANIPULATIONS.

As stated already in various parts of this book, the belief that all matter contained a life force or soul was

espoused by a great majority of the heathen Russians. These life forces are referred to as Elemental spirits in this game. Elemental spirits are the power source that is utilized for all of the elemental manipulations whilst the Elemental Gods such as Dazhbog, Perun e.t.c are the actual powers that grant the gift of controlling such Elemental spirits. Furthermore, it is these Elemental Gods that bestow upon the Volkhv character the ability to use the Elemental spells. All Elemental manipulations are listed under the elemental combination needed to bring the manipulation to affect.

SPIRIT SUMMONING

The spell caster summons each elemental spirit separately. The summoned elemental spirits do not have to be of the same level of potency. If he wished, the Volkhv could summon, for example, a type 3 fire and a type 1 earth. In this mode, the combination of the 2 elemental components would not be as powerful as say two type 3 spirits, but, there is the added advantage of tailoring the point costs to his remaining Power Point tally, possibly averting harmful damage to himself by summoning elemental spirits with higher than assumed potency.

To summon the Elemental spirits required by a given Elemental manipulation, the Volkhv must use the required spells that will enable him or her to talk with each of the constituent Elemental spirits. By talking to each of the Elemental spirits in turn, the caster is informing them of what he requires from them and how they are expected to combine to perform the designated Elemental manipulation.

The Volkhv must pay the amount of points necessary to talk to both of the Elemental spirits after having done that, the full force of the Elemental manipulation is said to come into effect. On the next Desyatka, the Elemental spirits are deemed to have come to do the Volkhv's bidding. The Arbitrator should roll for the Elemental point value (PV) of both the Elemental spirits and add these 2 numbers together. This is known as the PV of a specific Elemental combinations. For example 2 type 1 Elemental air spirits each with an individual Point Value of 2 would make a 4 PV AA Elemental manipulation.

Furthermore, it should be spelled out that Elemental spirits are non-corporeal life forms and as such may not be attacked by any physical means.

POWER POINTS

The Arbitrator should always keep a strict tally of the player's Power Points at all times and likewise, so should the player, making deductions and additions as necessary.

Optionally, the Arbitrator may choose to keep his tally secret, refraining from telling the player of what deductions have been made. In these instances, the player should approximate what kind of Power Point costs he has incurred. This makes for a "Russian Roulette" type flavour for the player, keeping him/her on the edge of the seat and making them mindful of the risks involved in his/her next spell.

Be warned. If at any time, the cost of the summoning in Power Points exceeds the remaining Power Point tally of the Volkhv, then the outstanding amount is immediately subtracted from the characters hit points. (That is, the overly ambitious Volkhv who conjures elemental spirits outside his capabilities, does so possibly at his own peril.) Again, there are good and bad points in everything and, the lucky Volkhv who manages to conjure and control spirits towards the upper limits of his capabilities is rewarded handsomely for the risky attempt.

MAGIC POINTS

The amount of Magic Points that the Volkhv receives for talking to the spirits, or for conjuring them to be used in Elemental manipulations will always be noted under the spell or manipulation description. Generally speaking though, it will be the equivalent of the combined Elemental point value of the summoned Elemental spirits (i.e the equivalent of their combined "Life Point total").

In all cases, the overall Power Point cost will be the sum of the Point Values of the summoned Elemental spirits which have appeared, controlled or uncontrolled.

All Power Points are regained at midnight after having prayed to the respective elemental gods.

ELEMENTAL SPIRIT ABODES AND LOCALES

This table should be consulted immediately after having determined what elemental manipulation the Volkhv wishes to perform. He determines what type of elemental spirits are residing in his vicinity by considering what types of natural features exist in the surrounding landscape. This alone determines what type of elemental spirits may be summoned.

DAMAGE DONE BY THE ELEMENTAL SPIRITS

The actual damage caused by the controlled, conjured elemental/s is the sum of their Point Values. They will mingle and interact in the way chosen by the Volkhv, as

per the elemental manipulation (spell) he has chosen, to cause this damage.



ELEMENTAL SPIRIT VARIETY					
ELEMENTAL SPIRIT TYPE	FIRE	AIR	WATER	EARTH	POINT VALUE
1	HOT EMBERS	SLIGHT BREEZE	FLASK, CUP, BOTTLE	SOIL	1-2
2	TORCH, LANTERN	MODERATE BREEZE	PUDDLE	ROCKS, GRAVEL	1-6
3	CAMPFIRE	STRONG GUSTS	POND	BOULDERS	5-11 [1 Dc6+ 4]
4	LARGE BONFIRE, PYRE	STORM	CREEK	MOUND, HILLOCK	10-19[1Dc10+ 9]
5	LARGE GRASS FIRE	GALE	RIVER	LARGE HILL	40-29[1Dc10+ 19]
6	FOREST FIRE	BLIZZARD, TORNADO	LAKE, SEA	MOUNTAIN	46-100[6Dc10+ 40]

THE ELEMENTAL SPIRIT ABODES
TABLE

CURRENCY

When buying goods players may use coins which have a more or less fixed value, or they may choose to barter with goods of a similar value. The Equipment List and the Spell Materials List contained in this book may be used to give players some idea of the relative worth of various commodities when they are either bartering or simply purchasing with coinage.

Coinage

There is very little minting of coinage occurring around the year 900 and as a result, there will always be a large number of Roman coins in circulation. Coins that have been produced in areas where there is minting taking place will be the legal tender for that region. In other localities, coinage of whatever typed is acceptable. In many places, coins are the preferred method of payment for taxes and tithes. Coins typically consist of gold, silver, bronze or brass pieces.

Gold could be the Roman Gold Aureus, the Byzantine Gold Solidus or the Visigothic Gold Triens.

Silver Coins may be either the Roman Silver Denarius, the Byzantine Silver Milaresion, the English Silver Penny, the Frankish Silver Denier or Silver Pfennigs of the German Holy Empire.

Bronze coinage may be the bronze or brass Roman Sestertius or the Byzantine Bronze Nummia.

STARTING MONEY

Starting Money Table

01-05	1-5bc
06-10	6-11bc
11-15	1sc-10bc
16-20	3sc-1-20bc
21-25	1gc-1-2sc
26-30	3gc-1-4sc
31-35	5gc-1-4sc
36-40	7gc,1-2sc,1-10bc
41-45	9gc,3sc,0-19bc
46-50	10-20gc
51-55	20-30gc
56-60	30-40gc
61-65	60-70gc
66-70	70-80gc
71 - 75	80 - 90gc
76 - 80	90 - 100gc

81 - 85	100 - 200gc
86 - 90	200 - 300gc
91 - 95	300 - 400gc
96 - 100	500 - 1000gc

Numbers below 01 and above 100 are not possible and are treated as 01 in the case of numbers below it or treated as 100 for numbers above that.

To determine the amount of money that a character starts the game with, the player must roll a percentile dice and reference the score on the table above. Characters with a Status of 5 or less must subtract 15 from the dice roll. Characters with a Status above 5 must add 15 to their die roll.

It is with this money that the player must purchase his armor, weapons, spell materials, clothing and whatever else, before his character begins play for the first time.

BARTERING

When bartering, the buyer and seller must roll 1 Dc6 each. If they both roll the same number, then they are in full agreeance about the worth of the goods to be traded.

If not, the die may be rolled up to three more times in an attempt to get a result agreeable to both parties. Players may use their appeal modifier for Coercion to adjust their dice roll up or down in order to try to achieve an agreement if they so wish.

If their is no agreement reached, then the buyer will refuse the goods proposed by those offering the trade unless they give him the extra that he is asking for.

LOCAL PRICE FLUCTUATIONS

Based upon the principal of supply and demand, the real value of any goods within various localities may be higher or lower, depending on the amount of those particular goods that are on sale there, and how many people are wishing to buy them.

To reflect the fact that such price fluctuations occur from time to time, the following table has been designed.

When a player is buying goods from a vendor, both the player and the vendor must roll 1 Dc6 each and then check the result on the table below. This will indicate to what degree the price varies from those prices marked in the equipment and miscellaneous items lists.

B = buyer's roll

S = seller's roll

B S

- 1-6 Five times the listed price for such goods
- 2-6 Four times the listed price for such goods
- 3-6 Three times the listed price for such goods
- 4-6 Double the listed price for such goods
- 5-6 Agreed upon the listed price for such goods
- 6-6 Agreed upon the listed price for such goods
- 1-5 Four times the listed price for such goods
- 2-5 Three times the listed price for such goods
- 3-5 Two times the listed price for such goods
- 4-5 Agreed upon the listed price for such goods
- 5-5 Agreed upon the listed price for such goods
- 6-5 Agreed upon the listed price for such goods
- 1-4 Three times the listed price for such goods
- 2-4 Double the listed price for such goods
- 3-4 One times the listed price for such goods
- 4-4 Agreed upon the listed price for such goods
- 5-4 Agreed upon the listed price for such goods
- 6-4 Half the listed price for such goods
- 1-3 Double times the listed price for such goods
- 2-3 Agreed upon the listed price for such goods
- 3-3 Agreed upon the listed price for such goods
- 4-3 Agreed upon the listed price for such goods
- 5-3 Half the listed price for such goods
- 6-3 One third the listed price for such goods
- 1-2 Agreed upon the listed price for such goods
- 2-2 Agreed upon the listed price for such goods
- 3-2 Agreed upon the listed price for such goods
- 4-2 Half the listed price for such goods
- 5-2 One third the listed price for such goods
- 6-2 One quarter the listed price for such goods
- 1-2 Agreed upon the listed price for such goods
- 2-2 Agreed upon the listed price for such goods
- 3-2 Agreed upon the listed price for such goods
- 4-2 Half the listed price for such goods
- 5-2 One third the listed price for such goods
- 6-2 One quarter the listed price for such goods
- 1-1 Agreed upon the listed price for such goods
- 2-1 Agreed upon the listed price for such goods
- 3-1 Half the listed price for such goods
- 4-1 One third the listed price for such goods

5-1 One quarter the listed price for such goods

6-1 One fifth the listed price for such goods

COMMONLY TRADED GOODS AND THEIR EQUIVALENT COINAGE VALUE

Arctic Hare Skin	6 gc
Rabbit Skin	1 bc
Fox Skin	5 sc
Arctic Fox Skin	12 gc
Wolf Skin	1 gc, 2 sc
Reindeer Skin	3 gc
Calf Skin	3 sc
Sable Pelt	100 gc
Marten Pelt	60 gc
Bear Skin	20 gc
Pig Skin	1 sc
Goat	3 sc
Sheep	4 sc
Cow	6 sc
Horse	4 gc unbroken
Horse	8 gc broken
Horse	variable for horses with special abilities or bad habits
Walrus Ivory	6 gc per tusk
Linen	4 bc per meter
Felt	6 bc per meter
Silk	90 gc per meter
Knitted Wool	12 bc per meter
Diamond	3 gc per carat
Salt	1 gc per pound

Cloth colours and Embroidery Motifs

Cloth Colours

The following is used to determine the colour of linen, felt, knitted wool or silk.

- 1 Black
- 2 White
- 3 Light Green
- 4 Dark Green
- 5 Light Blue
- 6 Dark Blue
- 7 Crimson
- 8 Scarlet

9	Red
10	Light Purple
11	Dark Purple
12	Yellow
13	Orange
14	Olive
15	Light Brown
16	Dark Brown
17	Beige
18	Sandy
19	Dark Grey
20	Cobalt

Embroidery Motifs (2 Dc20)

2	Hunting Scene (all over)
3	Horses (all over)
4	Horses (hem)
5	Suns (all over)
6	Suns (hems)
7	Moons (all over)
8	Moons (hems)
9	Boars (all over)
10	Boars (hems)
11	Foxes (all over)
12	Foxes (hems)
13	Bears (all over)
14	Bears (hems)
15	Geometric Designs (all over)
16	Geometric Designs (hems)
17	Ivy's (all over)
18	Ivy's (hems)
19	Griffons (all over)
20	Griffons (hems)
21	Intertwined Serpents (all over)
22	Intertwined Serpents (hems)
23	Battle Scene (all over)
24	Battle Scene (hems)
25	Harvesting (all over)
26	Harvesting (hem)
27	Ploughing (all over)
28	Ploughing (hems)
29	Wolves (all over)
30	Wolves (hem)
31	Fantastic Beasts (all over)
32	Fantastic Beasts (hems)

33	Flowers (all over)
34	Flowers (hems)
35	Ravens (all over)
36	Ravens (hems)
37	Owls (all over)
38	Owls (hems)
39	Falcons (all over)
40	Falcons (hems)

SPELL COMPONENTS AND COMMODITIES

The following is a list of herbs and materials commonly required in the formulation of potions, fummigations and Sorceries by the Koldun. Their equivalent coinage cost is listed hereunder, as well as the supply sources from which it is possible to obtain them.

MARKETS AND COSTS

*Byzantine sources

(Constantinople (Tsargrad), Greek settlements in the Crimea, Greece and the Carpathian mountains as well as Traders from those areas)

* Tsargrad (known today as Istanbul) is a city of incredible proportions, much larger than any place that a player could hope to visit in his life time. Tsargrad is located at the nexus of trade routes from the Chinese Empire, the technologically advanced Arabic countries, Rus and the other Scandinavian countries, Northern Africa and the Western European countries. Players are likely to find all of those materials listed immediately below in Tsargrad and just about anything else for that matter.

Cypress	5 bc per bundle of Cypress Wood
Mandrake	2 gc per 1 root
Myrtle	1 sc for 38 gm of oil
Myrtle	8 bc for 38 gm of berries
Ambergris	50 gc for 38 gm of black
Ambergris	100 gc for 38 gm of grey
Peacock	120 gc, 5 gc per tail feather
Musk gland	60 gc
Camphor	80 gc for 38 gm

Nutmeg 60 gc for 38 gm

Cinnamon 45 gc for 38 gm

***Arabia/Africa** (Baghdad or from other Arabic and North African cities and merchants.)

Myrrh 8 gc for 28 gm
of resin

Myrrh 0 gc for 28 gm of
gum

Myrrh 14 gc for 28 gm of
oil

Gums 15 gc for 28 gm of
gum

Francincense 38 gc for 28 gm

***Baltic/Scandinavia** (Finnish, Swedish, Danish and Samoyed- traders)

Amber 1 gc for 28 gm

Ambergris 30 gc for 28 gm of
black

Ambergris 80 gc for 28 gm of
grey

Lodestone 2 sc

Sulphur 4 sc for 28 gm

***Rus** (most major city centres and towns)

Copper 3 sc, 2 bc for 500 gm

Malichite 4 bc for 500 gm

Pitch 2 bc for 500 gm

Sage 4 bc per bunch

Saffron 3 sc per bulb

Hellbore 1 sc per plant

Henbane 2 sc per plant

Hemlock 2 sc per plant

Monkshood 2 sc per plant

Galena 3 bc for 500 gm

Lead 2 sc for 500 gm

Mercury 4 gc for 28 ml

Minimum Cold Protection Requirement Thresholds

All characters must have a personal Cold Protection Factor equal to or greater than the minimum cold

Temperature in degrees Celsius

-39	-36	-33	-30	-27	-24	-21	-18	-15	-12	-9	-6	-3
950	850	700	640	570	491	430	370	310	250	212	175	137

Temperature : -3 = -3,-4 and -5. -6 = -6,-7 and -8 and so on



protection factor listed on the table below, for the current temperature.

If the character doesn't meet this requirement, then he must try to rug up, find fire or take shelter somewhere as soon as possible. Where the character doesn't have enough CPF for the current temperature, then his personal Cold Protection Factor is the number of minutes that he may remain in said weather before he falls unconscious from hypothermia - over exposure.

As each minute passes, the characters Cold Protection Factor diminishes by one.

If the atrocious weather prevails still and continues to punish the ill prepared character, he will, on his last 50 points before unconsciousness, start severe shivering and trembling.

40 points before	- fatigue and slowness
30 points before	- cramps and stumbling
20 points before	- poor vision
10 points before	- slurred speech, must be carried or supported, feels warm before the character becomes unconscious.

When the CPF reaches 0, he has his *Stamina* expressed in minutes left to live.

If rushed to shelter and warmth in these last moments, the character has to roll is *Stamina* and *Strength* added together or less on a percentile, to survive this over exposure, otherwise he will just die.

Characters not having enough sense to wear gloves, boots or head gear, will suffer frost bite to these unprotected extremities.

These area's will immediately begin to sustain two Life Points damage per -10 degrees celcius. 15 minutes thus exposed.

HORSES



Stamina / Strength and Agility rolls for horses are 2Dc6.

% Dice	Hgt	UNLADEN CARRIABLE WEIGHTS FOR HORSES IN KG'S											
		Horses Strength											
1-3	14	2	3	4	5	6	7	8	9	10	11	12	
4-6	14..1	40	40	41	42	43	44	45	46	47	48	49	
7-9	14..2	50	51	52	52	53	54	55	56	57	58	59	
10--18	14.3	60	61	62	62	63	64	65	66	67	68	69	
19-27	15	70	71	72	72	73	74	75	76	77	78	79	
28-35	15..1	80	81	82	82	83	84	85	86	87	88	89	
36-43	15.2	89	89	89	89	89	89	90	90	90	90	90	
44-51	15.3	90	90	90	90	91	91	91	91	91	91	92	
52-59	16	92	92	92	92	92	93	93	93	93	93	93	
60-67	16.1	94	94	94	94	94	94	95	95	95	95	95	
68-75	16.2	95	95	95	95	96	96	96	96	97	97	97	
76-83	16.3	97	98	98	98	98	99	99	99	99	99	99	
84-90	17	100	100	100	100	101	101	101	101	102	102	102	
91-93	17.1	102	103	103	103	104	104	104	104	104	104	104	
94-96	17.2	105	105	105	105	106	106	106	106	107	107	107	
97-98	17.3	107	108	108	108	108	108	109	109	109	109	109	
99-100	18	110	110	110	110	111	111	111	111	112	112	112	
		112	113	113	113	113	114	114	114	114	114	115	

Hgt = Height. The height of all horses may be randomly determined on this table. Such heights are given as **Hands High**

An unmounted horse will walk all day, though if mounted, it will need to be rested for fifteen minutes every two hours.

When the horse's galloping stamina has elapsed, then it will ease back into a canter.

Likewise, when it's cantering stamina has been surpassed, then it will reduced to a mounted walk.

The weight of a horse is equal to it's listed unladen carriable weight x four.

Thus, a 16hh horse with 8 *Strength* = $95 \times 4 = 560$ kg in weight.

A horse requires one litre of water for every 5 kg of body weight per day.

Those weight's listed above are the carriable weights of a horse, which is considered unladen.

A horse is considered "moderately laden" if it is carrying an amount between the listed amount of weight as unladen - and that same amount, plus $2 \times \text{Strength}$ expressed as kg's.

ie: a 16hh horse with 6 *Strength* $2 \times \text{Strength} = 12$ kg's

$12 \text{ kg's} + \text{unladen carriable weight (94 kg)} = 106 \text{ kg's}$

If this horse is carrying between 94 and 106 kg's, then it is "moderately laden".

A horse that is "moderately laden" has reduced speed movement, and this particular speed is noted on the horse speed table under the horses *Agility* cross-indexed with moderately laden.

Similarly, a horse is considered heavily laden if it is

carrying a weight weighing somewhere between it's unladen carriable weight and that same unladen carriable weight + $(4 \times \text{Strength [expressed as kg's]})$

For example, the same 16 hh horse with 6 *Strength*

$6 \times 4 = 24 \text{ kg's} \dots 94$ (The listed unladen carriable weight) + $24 \text{ kg's} = 118 \text{ kg's}$. If that particular horse is carrying between 106 and 118 kg's then it is considered to be heavily laden.

A heavily laden horse has reduced speed and this speed is listed on the Horse Speed Table under his *Agility*, cross-indexed with "heavily laden". A horse will not carry more than this indi-

cated maximum carriable weight. Additionally, a horse so laden will not gallop and it's trotting endurance is reduced to one quarter of it's unladen trotting endurance and it's speed is reduced to the heavily laden listed amount.



CADENCE

AGILITY	WALK			CANTER			GALLOP	
	UN	ML	HL	UN	ML	HL	UN	ML
2	11	8	5	33	22	17	94	70
3	12	8	6	33	22	17	97	73
4	13	10	7	33	22	17	100	76
5	14	10	7	36	27	18	103	79
6	15	11	8	36	27	18	106	82
7	16	12	8	36	27	18	108	85
8	17	13	9	39	29	19	112	88
9	18	14	9	39	29	19	115	91
10	19	14	10	39	29	20	118	94
11	20	15	10	42	32	21	121	97
12	21	15	10	42	32	21	124	100

STAMINA ENCUMBERANCE MODIFIERS

	GALLOP		CANTER		WALK
	UN	ML	UN	ML	
2	5 MIN.	3 MIN.	19 MIN.	15 MIN.	120 MIN.
3	"	"	20 MIN.	16 MIN.	THEN 15
4	6 MIN.	4 MIN.	21 MIN.	17 MIN.	MIN BREAK
5	"	"	22 MIN.	18 MIN.	"
6	7 MIN.	5 MIN.	23 MIN.	19 MIN.	"
7	"	"	24 MIN.	20 MIN.	"
8	8 MIN.	6 MIN.	25 MIN.	21 MIN.	"
9	"	"	26 MIN.	22 MIN.	"
10	9 MIN.	7 MIN.	27 MIN.	23 MIN.	"
11	"	"	28 MIN.	24 MIN.	"
12	10 MIN.	8 MIN.	29 MIN.	25 MIN.	"

Horses must have their hooves checked daily and any painful stones, thorns or sticks must be removed. If the horse has been traversing smooth terrain, then the chance of such obstructions to it's hooves are roughly 1 in 6 per day.

Movement through rocky or harsh terrain ensures that unwanted rocks, etc, will have been picked up during the day. These things create considerable pain and bruising for the horses hooves and failure to remove them will result in the horse becoming lame. A lame horse may only walk unmounted and won't be able to carry anything on it's back. ie: saddles and baggage

Horses should be reshod every 6-8 weeks if usually ridden in smooth terrain, but if a reasonable amount of rough - riding has been done, then it will need to be done every 4-6 weeks. Failure to do so will result in a 1 in 6 chance of the horse going lame in the 9th or 7th week respectively.

For each successive week thereafter, the chance of the horse going lame increases by 1 (cumulative) on the Dc6.

TO ROLL A HORSE

- 1 Roll Strength, Stamina and Agility
- 2 Roll height
- 3 Note speeds and carriable weights
- 4 Roll bad habits

5

Roll special abilities

SPECIAL ABILITIES**Number of Special Abilities**

- 01-50 None
- 51-70 One ability, add one gold coin to the sale value of the horse.
- 71-82 Two abilities, add two gold coins to the sale value of the horse.
- 83-93 Three abilities, add three gold coins to the sale value of the horse.
- 94-98 Four abilities, add four gold coins to the sale value of the horse.
- 99-100 Five abilities, add five gold coins to the sale value of the horse.

After having determined the number of special abilities that a horse possesses, the player must dice for the exact nature of said abilities. To do this, the player must roll once on the following table for each ability that the horse possesses. If any roll is duplicated, then it is necessary to roll again. One Dc6 is used and six's are disregarded.

Special Abilities

- 1 Leg commands
- 2 Comes when whistled
- 3 Attacks with hooves
- 4 Jumps (5-10 feet) [4+ 1 Dc6]
- 5 Ability to lay down on it's side and remain motionless

1 Leg commands mean that the horse may be ridden by leg commands alone, but it is trained to respect certain commands only. The rider must know the correct method of giving these prescribed leg commands. For each day that the player test rides the horse to get used to it, he may try to roll his horseriding skills or less each day, in order to ascertain what commands are required. Once he has made a successful roll, he has managed to master the *means by which* to give these commands to the horse, commands which the horse has been readily trained to obey.

2 Comes when whistled means that the horse will respond to one specific whistle, known only to the horses owner. Upon hearing that whistle, the horse will make it's way towards it's master as quickly as possible

and by the shortest route. If the horse is some distance away, then repeated whistles may be required.

3 Hoof Attacks - where the horse will instinctively attack targets within striking distance, in an enclosed melee situation. Each hoof may delete out 1 - 4 Life Points damage per Desyatka.

4 The horse is capable of clearing jumps of a particular height and no more. It will jump without hesitation and will successfully complete such jumps.

Heights in excess of it's jumping capabilities will be refused by the horse. It cannot jump if heavily laden.

5 After having received a command, consisting of a soft tap on the left shoulder, the horse will appear to fall to the ground and lie on it's side motionless, giving the appearance of being dead. This would be of great benefit to characters wishing to conceal their horse in low lying scrub and characters wishing to feign death for whatever reason.

Bad habits

- 01-40 None
- 41-60 One bad habit, delete one gold coin from the sale value of the horse
- 61-80 Two bad habits, delete two gold coins from the sale value of the horse
- 81-90 Three bad habits, delete three gold coins from the sale value of the horse
- 91-95 Four bad habits, delete four gold coins from the sale value of the horse
- 96-98 Five bad habits, delete five gold coins from the sale value of the horse
- 99-100 Six bad habits, delete six gold coins from the sale value of the horse

Bad Habits

- 1 Bites
- 2 Bucks
- 3 Refuses jumps
- 4 Kicks when it's being groomed
- 5 Won't come near it's owner
- 6 Runs away, unless hitched
- 7 Bolting

Bad Habits

1 Bites - The horse can bite unarmored people for 1 life point of damage. It will bite once only usually.

2 Bucks - Upon mounting the horse, the Arbitrator rolls one Dc10. The horse will try to buck the rider off in that many minutes. It will buck 1 - 6 times in an attempt to unseat the rider.

3 Refusal of jumps - where the horse will absolutely refuse to jump any type of fence or obstacle whatsoever.

4 Kicks when being checked, where at any time when the owner is checking the horse, or if the owner is in striking distance, then the horse will lash out with it's front or rear hooves, doing 1 - 4 Life Points damage for each strike that successfully hits home.

5 The owner has to coax and coerce the horse in order to catch it for mounting up.

6 The horse, unless tethered, will run away at a canter for 100 to 600 meters.

WOUND HEALING

Bodily damage caused by weapons, Elemental attacks assault by vicious animals and Beasts will always result in the loss of a determined amount of Life Points. The reduction of a character's Life Point tally to 0 will result in the death of the character in question.

he healing of damage is possible in only three ways -

1. By a *Holy Miracle of healing*.
2. By Elemental sorcery.
3. By Natural means.

1. The Holy Miracle of Healing.

The occurrence of a Holy Miracle is not an everyday occurrence since it is a direct act of the Lord God. The act of healing by means of a Miracle is achieved when the Lord channels his untold Grace and Power through a person whom God believes is sufficiently untainted by sin. Only a person of such pure heart could even think of receiving and channeling Gods untold power. The nature of *the Holy Miracle of Healing* is impossible to detail and likewise the exact amount of damage that it will heal is variable. Furthermore, God does not dance to the whim of man and for this reason he will not always answer the prayers of his faithful when he is requested to perform a healing via the channeler which will always be a Svyashchennik.

In any case, the amount of damage that is healed by means of a *Holy Miracle* is also the equivalent of the amount of Piety Points that must be subtracted from the Arbitrator's secret copy of the character's Piety Point

tally. *The Holy Miracle of Healing* will usually heal all damage that has been sustained by the wounded person. Only characters of ongoing good works in Gods name can ever hope to receive such a miracle again. Additionally, the return of lost limbs and appendages is not possible by means other than *the Holy Miracle*.

Consult the section pertaining to *Holy Miracles* for data concerning the rough parameters of Miracle Healing.

2. Healing by Elemental magic.

By means of the Elemental manipulation CAUSE BLOODCLOT it is possible for a Volkhv to heal a certain amount of damage instantly. The actual amount of damage healed is totally dependant upon the combined point value of the Elemental spirits employed in this manipulation.

3. Natural healing.

Natural healing is actioned by the body's natural healing mechanisms and it occurs at a fairly slow rate. By utilizing minor surgical procedures, as well as herbs and other natural medicines, it is possible to increase the rate of natural healing.

For the purpose of this game the body will heal naturally at the rate of 1 Life Point every three days.

This figure may be enhanced by means of the Natural Medicine skill, although the degree of help that the skill supplies to the healing process is almost exclusively dependant upon the characters specific skill score for that skill.

Listed below is a table of natural healing rates enhanced by various skill levels in Natural Medicines. By referencing the Natural Medicine skill score of the character who is carrying out the treatment it is possible to find out the amount of Life Points that a patient will recover when under the care of such a person.

NATURAL

MEDICINE SCORE	No of Life Points recoverable by a patient every 3 days under such care.
01-30	2
31-60	2 +1 on the third day
61-90	4
91-95	7
96-00	10

FALLING DAMAGE

Whenever a character has been unfortunate enough to topple from a lofty height, it is mandatory for the Arbitrator to roll the amount of damage that the person shall sustain from the fall. The Falling Damage table has been formulated as a ready means of calculating such damage.

All damage will be in the form of internal bleeding, sprains, cuts, bruises and broken bones. Permanent damage is the direct result of more serious injuries suffered in the fall.

DROP DISTANCE	FALL DAMAGE	CHANCE OF PERMANENT DAMAGE AND ITS GRAVITY
(Metres)		
10-20	1 Dc10	05% (Subtract 5 Life Points permanently)
20-30	2 Dc10	10% (Subtract 10 Life Points permanently)
30-40	3 Dc10	15% (Subtract 15 Life Points permanently)
40-50	4 Dc10	20% (Subtract 20 Life Points permanently)
50-60	5 Dc10	25% (Subtract 25 Life Points permanently)
60-70	6 Dc10	30% (Subtract 30 Life Points permanently)
70-80	7 Dc10	35% (Subtract 35 Life Points permanently)
80-90	8 Dc10	40% (Subtract 40 Life Points permanently)

If a character falls from a given height into thick snow or trees, which may serve to break his or her fall, the character will suffer 1 Dc10 Life Points less damage from the fall.

VILLAGE BUILDINGS AND RESIDENCES

* Usually located within the Keep

- *1 Chieftains abode (keep)
- 2 Temple, outer and inner sanctum
- 3 Steam / Bath house
- 4 Sentry tower post
- 5 Military training store
- *6 Chieftain's stable/grooms quarters
- 7 Well / cistern
- 8 Volkhvy residence - (not within stockade)

- 9 Funeral house
- 10 Market square
- 11 Community stables and agistment house for stock during winter
- 12 Smithy
- 14 Rope Maker / Bow Maker, fletcher
- 15 Boot and Harness maker
- 16 Potter
- *17 Chieftain's personal Smith
- 18 Chieftain's Woodcutter
- 19 Chieftain's Mason
- 20 Wool Store
- *21 Treasury (keep)
- 22 Brewery
- 23 Boyar's Village Residence
- 24 Concubines houses and children
- 25 Boyars house
- 26 Boyar's Wool store
- 27 Boyars Grain store
- 28 Chieftain's Woodcutter
- 29 Chieftain's scribe and records office
- 30 Chieftain's Body guards
- 31 Bogatyr' and family
- *32 Chieftain's eldest son
- *33 Chieftain's second eldest son
- 34 Chieftain's overseers
- 35 Merchant's personal quarters

VILLAGE ENCOUNTERS

- 1 Chieftain (preparing to go on a hunting expedition)
- 2 Chieftain (officiating over a dispute)
- 3 Chieftain (inspecting dwellings)
- 4 Chieftain (inspecting fortifications) and Bogatyrs
- 5 Chieftain overlooking military training practice
- 6 Chieftain (inspecting stock areas and silos)
- 7 Chieftain and concubines and vassals
- 8 Chieftain and Volkhvy walk chatting secretly
- 9 Chieftain and his children and vassals
- 10 Chieftain practicing horsemanship
- 11 Boyar and Chieftain (riding and walking)
- 12 Boyar and Volkhvy
- 13 Bogatyr's inspecting troupes
- 14 Chieftain making a stocktake of the villages gear (with scribe)
- 15 Boyar and concubines walking about
- 16 Boyars and Chieftains elder sons
- 17 Bogatyrs, head Volkhvy and Boyar discussing points
- 18 Head Volkhvy and Artisans to test building materials
- 19 Mute servants of Volkhvy, taking supplies to the temple
- 20 Chieftain and his falcon
- 21 Dog bites a person
- 22 Woman telling her husband off
- 23 Patrol preparing to go out (1-4)
- 24 Slaves carting grain sheaves and stalks
- 25 Fist fight
- 26 Free man with 1 - 2 slaves
- 27 Free woman with 1 - 2 slaves
- 28 A thief stealing goods of value
- 29 People chasing a thief
- 30 Festival of Elemental nature
- 31 Sorcerer (but not obvious)
- 32 Children fighting
- 33 Men arm wrestling
- 34 Boyar, Bogatyr's, Volkhvy and Elder folk going for council
- 35 Huntsman returning with deer/rabbits
- 36 Huntsman returning with game bird
- 37 People gathering tithes to take to shrine
- 38 Hand to hand spear practice
- 39 Archery practice
- 40 Woodcraftsman fashioning table/stool
- 41 Law teller and his understudy visiting litigants
- 42 Scribe (byzantine greek)
- 43 Sage (greek)
- 44 Woodcutter adorning a house
- 45 Children playing chasy / hide and seek
- 46 Men dancing to flute and balalaika music
- 47 Man slaughtering goat / cow / pig / fowl
- 48 Search for stolen goods and contraband
- 49 Search for escaped slaves
- 50 Women threshing grain
- 51 Women making tapestries
- 52 Women making jewellery

- 53 Women embroidering
- 54 Women sewing clothes
- 55 Drunks (1 - 3)
- 56 Women carting water/milk
- 57 Women milking cows/goats
- 58 Women making pottery
- 59 Funeral procession - mourners
- 60 Local returning with furs
- 61 Woodcutter cutting burial post
- 62 Children playing games
- 63 Unruly stock
- 64 Quarrel
- 65 Quarrel - drunken fist fight
- 66 Smith fashioning stirrups or bit/** specials
(Roll on specials table)
- 67 Smith forging horseshoes and shoeing a horse
- 68 Smith with scythes or pitchforks for workers
- 69 Smith forging a ploughshare
- 70 Smith with small anvil measuring man for armour
- 71 Man gathering materials and brewing mead
- 72 Man making rope
- 73 Woodcutter fashioning beams with an adze
- 74 Woodcutter fashioning bark for the rooves
- 75 Woman tanning furs
- 76 Man shearing sheep and goats
- 77 Slaves herding poultry
- 78 Slaves herding sheep / goats / cattle
- 79 Slaves cleaning the street
- 80 Women with baskets of bread and rolls
- 81 Women with berries and fruit
- 82 Old man telling stories to children
- 83 Merchant walking into town with pack mules *
(roll on merchant wares sub table)
- 84 Merchant looking for food and lodgings *
- 85 Merchant haggling with locals *
- 86 Quarrell between two women
- 87 People inspecting a merchants wares
- 88 Man painting his roof
- 89 Man touching up ornamental carvings on house
- 90 Slave returning from woodcutting trip with
kindling
- 91 Mason cutting foundation stones
- 92 Mason cutting bricks for a new grain silo
- 93 Woman churning butter

- 94 Hand to hand sword fighting practice
- 95 Hand to hand axe fighting practice
- 96 Cockfighting game
- 97 Men wrestling - spectators and wagers
- 98 Volkhvy treating people for sickness
- 99 Men fletching their own arrows
- 100 Men honing their swords and axes or Women
doing their washing

*MERCHANT WARES SUBTABLE

- 1 Silk
- 2 Iron
- 3 Coal
- 4 Oils and Spices
- 5 Walrus and Ivory
- 6 Jewellery
- 7 Furs
- 8 Honey and Wax
- 9 Slaves
- 10 Silver
- 11 Grains
- 12 Fine clothing
- 13 Weapons
- 14 Pitch
- 15 Salt

SPECIALS

- 1 Call to arms
- 2 Surprise attack by foreigners
- 3 Fire
- 4 Disease outbreak
- 5 Hunt for escaped slaves
- 6 War party returning
- 7 Search for Sorcerers
- 8 Search for outlaws
- 9 Patrol
- 10 Banishment of an individual from clan
- 11 Execution of murderer
- 12 Punishment of thief
- 13 Assassination of Bogatyrs
- 14 Assassination of Boyar
- 15 Assassination of Chieftain
- 16 Search for lost children
- 17 Capture of a Sorcerer
- 18 Remains of mythical beast carted through town

- 19 Werewolf on loose
- 20 Granting of Freeman status to a slave and his family
- 21 Festival
- 22 War council meeting
- 23 Taxation party (Varangians from Novgorod)
- 24 Armored war group preparing to go out
- 25 Banishment trial
- 26 A funeral procession
- 27 Fortification maintenance
- 28 Trial by sword arm
- 29 Bannik / Ovinik / Domovoy [1 Dc6]
- 30 Beast (Roll on the Beasts table)

FORESTENCOUNTERS

- 1 Volkhv talking with spirits
- 2 Volkhv collecting herbs
- 3 Older level Volkhv explaining methods and spirits to younger Volkhv
- 4 Herdsman collecting cattle for shifting to different pasture
- 5 Herdsman fending away wolves
- 6 Rogues stealing livestock
- 7 Herdsman delivering a lamb
- 8 A breaker rounding up horses
- 9 Breaker breaking in a steed
- 10 Corpse (fresh) (roll on animal table)
- 11 Corpse decomposing (re-roll on animal table)
- 12 Patrol searching for enemies
- 13 Patrol searching for brigands and outlaws
- 14 Patrol searching for Sorcerers
- 15 Patrol searching for escaped slaves
- 16 Patrol, Chieftain, Scribe, Volkhvy shifting border stones
- 17 Patrol, Chieftain, Scribe, Volkhvy and Masons making and carting border stones
- 18 Patrol engaging insurgent enemy war groups (roll by area)
- 19 Enemy war group enroute with booty
- 20 Enemy war group encamped
- 21 Horse droppings
- 22 Izba
- 23 Burial post
- 24 Concealed accomodation
- 25 Volkhvy settlement

- 26 Gypsies
- 27 Missionary priest
- 28 Trapper
- 29 Trapper
- 30 Beehives
- 31 Apiast (bee keeper) with hives
- 32 Slave team cutting timber
- 33 Women collecting nuts, berries, etc
- 34 Chieftain, His sons, Boyars, Bogatyrs, and Vassals on bear/fox hunt
- 35 Broken tools laying on ground
- 36 Broken armor/shields
- 37 Campfire (old/fresh)
- 38 Food remains
- 39 Animal tracks
- 40 Slaves clearing a forested area for cultivation
- 41 Slaves ploughing and tilling soil
- 42 Slaves sewing/reaping crops
- 43 Slaves carting sheaves to village or Izba
- 44 High class person on a sleigh with troika
- 45 Huntsman tracking game
- 46 Huntsman attacking game
- 47 Mining camp
- 48 Slaves digging for pottery clay
- 49 Merchants making their way
- 50 Trapper checking his tracks
- 51 Trappers camp, pegging out skins, etc
- 52 Burial mound
- 53 Exposed skeletal
- 54 Slave boiling pine wood for the oil
- 55 Zhuliks way laying travellers
- 56 Zhuliks way laying Merchants
- 57 Band of mercenaries en route to their next assignment
- 58 Zhulik being pursued
- 59 Clashing between patrol and beast
- 60 Clashing between rogues and beast
- 61 Sorcerer gathering herbs
- 62 Sorcerer being chased by something
- 63 Beast (roll on beast table)
- 64 Beast (roll on beast table)
- 65 Beast (roll on beast table)
- 66 Beast (roll on beast table)
- 67 Stone arrangement reflecting celestial

- movements
- 68 Apiast carting pots of honey back home
 - 69 Sorcerers abode (Sorcerers Abode Table)
 - 70 Resting Merchant's camp (including concubines)
 - 71 Henbane (1-30), Hemlock (31-66),
Monkshood(67-100)
 - 72 Large footprints (Giant, Dragon, Troll)
 - 73 Travellers going to meet friends in another
village
 - 74 Rogues dismembering game
 - 75 Fox den
 - 76 Mine opening
 - 77 Out door ore smelter
 - 78 Ruins of destroyed and crumbling house
 - 79 People (1) Rogues or (2) Unhappy Varangian
tax collectors (3) Foreigners sacking a farm
 - 80 Group of Varangian Mercenaries on their way
south to Tsargrad
 - 81 Semicultivated fruit/vegies found
 - 82 Outdoor elemental shrine
 - 83 Carved effigy of a God
 - 84 A posted omen of some sort
 - 85 A directional guide post
 - 86 The remains of an old Palisade
 - 87 Wax stubs, food scraps and the like
 - 88 Engravings in tree or rock (religious beasts,
battle scenes)
 - 89 Wolves felling a deer
 - 90 Gypsy camp
 - 91 Herd of wild horses (2-7) (1-3) foals
 - 92 Beasts (roll on beast table)
 - 93 Volkhv staring skywards, trying to calculate
celestial movements.
 - 94 Horse breaker in search of steeds to capture
 - 95 Pit for catching beasts
 - 96 Person who is lost
 - 97 Rogues looting an unknown grave (1-3)
 - 98 Merchants readjusting loads on their
packmules (1-4)
 - 99 Pilgrims going to make offerings at
a distant Volkhvy Temple
 - 100 Travelling with troika, sled and 1-10 warriors
(Bogatyr 50%)

SORCERER'S ABODE TABLE

- 01-60 Izba (1 room)
- 61-75 Constructed underground tunnel
(1 - 20 rooms)
- 76-85 Guttred funeral mound (1 - 3 Rooms)
- 86-95 Beneath the roots of a tree (1 - 4 rooms)
- 96-100 Cave (1 - 3 rooms)

Firstly roll if the Koldun is at home, 25%. Next, roll his Power Grading and status.

To determine the contents of the Koldun's abode, simply roll for the household contents under his status. In addition, Koldun may also have a forge, a drying room for herbs, a room containing many different types of ore

BEASTS

Northern Rus

Warmer Months

Beast Encounters for the Forests

- 1-40 Animals
- 41-50 Giants
- 51-60 Shape Changers
- 61-70 Dragons and Winged Beasts
- 71-80 Beasts of the Underworld
- 81-90 Other Spirits
- 91-100 Elemental Beasts

Animals

- 1-5 Wolves (1 - 10)
- 6-9 Lynx (1)
- 10-12 Badger (1)
- 13 Bear (1)
- 14-19 Wild Horse (1 - 10)
- 20-24 Wild Pigs (1 - 10)
- 25-27 Fox (1)
- 28-32 Wild Goats (1 - 3)
- 33-43 Squirrels (1 - 10)
- 44-54 Wild Cattle (1 - 10)
- 55-57 Magpie (1 - 2)
- 58-70 Hares (1 - 10)
- 71-75 Hawks (1 - 2)
- 76-80 Falcon (1)
- 81-84 Raven (1 - 6)
- 85-95 Deer (1 - 10)
- 96-98 Snake (1)
- 99 Marten (1)
- 100 Sable (1)

Giants

1-70	Goblins	(1 - 20)
71-80	Ogres	(1 - 6)
81-90	Troll Beast	(1 - 3)
91-100	Giants	(1 - 2)

Shape Changers

1-30	Werewolf	(1)
31 - 39	Wereboar	(1)
40 - 42	Werelynx	(1)
43 - 50	Werbear	(1)
51 - 60	Wereowl	(1)
61 - 71	Werefalcon	(1)
72 - 82	Wereraven	(1)
83 - 89	Werehawk	(1)
90 - 95	Werebadger	(1)
96 - 100	Werehorse	(1)

Dragons and Winged Beasts

1-17	Worms (flame)	(1 - 6)
18-35	Worms (parched one)	(1 - 6)
36-54	Wingling of Perun	(1 - 6)
55-72	Wingling of Pits	(1 - 6)
73-78	Fire Bird	(1)
79-84	Young Dragon (Pit)	(1)
85-100	Griffon	(1 - 2)

Beasts of the Underworld

1-30	Blood Wraith	**
31-40	Ghost	**
41-71	Leshy	(1 - 3)
72-80	Skeleton	**
81-98	Grave Ghouls	**
99-100	Vampire	(1)

Other spirits

1-20	Polevik	(1)
21-35	Leshy	(1 - 3)
36-56	Fairies	(1 - 10)
57-74	Tree Nymph	(1)
75-83	Dvorovoi	(1)
84-90	Elves	(1 - 6)
91-100	Dwarves	(1 - 6)

Elemental Beasts

01-04	Fire Spirit	* (1)
05-40	Air Spirit	* (1)
41-47	Water Spirit	* (1)
48-80	Earth Spirit	* (1)
81-86	Smolnik	(1)
87-94	Gryaznik	(1)
95-100	Rock Mouth	(1)

*Level of elemental spirit is determined by the physical surroundings in which it's found. Where there is a mixture of surroundings that would indicate the possibility of any specific elemental spirit type, the Arbitrator should roll on the Elemental Spirit Level sub-table. **The number involved depends totally upon the locality in which these beings of the underworld are found.

Northern Rus**Winter Months****Beast encounters for the Forest**

1-9	Animals
10-19	Giants
20-29	Shape Changers
30-39	Flying Beasts/Dragons
50-59	Other Spirits
60-100	Elemental Beasts

Animals

1-10	Wolves	(1 - 10)
11-20	Lynx	(1)
21-30	Wild Horses	(1 - 10)
31-40	Wild Pigs	(1 - 3)
41-50	Fox	(1)
51-60	Wild Goats	(1 - 3)
61-70	Wild Cattle	(1 - 10)
71-98	Hares	(1 - 10)
99	Marten	(1)
100	Sable	(1)

Giants

1-70	Goblins	(3 - 30)
71-80	Ogres	(1 - 8)

81-90	Troll Beast (1 - 6)
91-100	Giants (1 - 3)

Shape Changers

01-80	Werewolf (1)
81-90	Wereboar (1)
91-95	Werelynx (1)
96-100	Werehorse (1)

Flying Beasts/Dragons

1-35	Worm (snow) (1 - 10)
36-65	Wingling of Perun (1 - 6)
67-70	Young Snow Dragon (1)
71-74	Young Dragon of Perun (1)
75-100	Griffon (1 - 3)

Beasts of the Underworld

01-17	Blood Wraith	**
18-21	Ghost	**
22-35	Leshy	(1 - 2)
36-46	Skeleton	**
47-68	Grave Ghoul	**
69-89	Morozhko	(1 - 2)
90-100	Vampire	(1)

Other Spirits

1-20	Leshy	(1 - 3)
21-40	Tree Nymphs	(1 - 2)
41-60	Dvorovoi	(1)
61-80	Elves	(1 - 10)
81-100	Dwarves	(1 - 6)

Elemental Beasts

01	Fire Spirit	*
02-60	Air Spirit	*
61-75	Water Spirit	*
76-89	Earth Spirit	*
90-100	Ice Man	(1 - 2)

Northern Rus

Warm months

Beast Encounters for creeks, rivers and riverbanks

01-08	Animals
09-16	Giants

17-24	Shape Changers
25-32	Flying Beasts
33-40	Beasts of the Underworld
41-48	Other Spirits
49-69	Elemental Spirits
70-100	Water Spirits

Animals

1-5	Wolves	(1 - 10)
6-9	Lynx	(1)
10-12	Badger	(1)
12-13	Bear	(1)
14-19	Wild Horses	(1 - 10)
20-24	Wild Pigs	(1 - 6)
25-27	Fox	(1)
28-32	Wild Goats	(1 - 3)
33-43	Squirrels	(1 - 10)
44-54	Wild Cattle	(1 - 10)
55-57	Magpie	(1 - 2)
58-70	Hares	(1 - 10)
71-75	Hawk	(1 - 2)
76-80	Falcon	(1)
81-84	Raven	(1 - 6)
85-95	Deer	(1 - 10)
96-98	Snake	(1)
99	Marten	(1)
100	Sable	(1)

Giants

1-70	Goblins	(1 - 20)
71-80	Ogres	(1 - 6)
81-90	Troll Beasts	(1 - 3)
91-100	Giants	(1 - 2)

Shape Changers

1-30	Werewolf	(1)
31-39	Wereboar	(1)
40-42	Werelynx	(1)
43-50	Werebear	(1)
51-60	Wereowl	(1)
61-71	Werefalcon	(1)
72-82	Wereraven	(1)
83-89	Werekaw	(1)
90-95	Werebadger	(1)

96-100 Werehorse (1)

Flying Beasts

01-17 Worms (vapor) (1 - 6)
 18-35 Worms of Hellswamp (1 - 6)
 36-50 Wingling of Perun (1 - 6)
 51-71 Wingling (pit) (1 - 6)
 72-73 Young Dragon (Hell Swamp) (1 - 2)
 74-78 Worm of the Unwholesome (1 - 3)
 79-84 Young Dragon (vapor) (1)
 85-100 Griffon (1 - 2)

Beasts of the Underworld

1-30 Blood Wraith **
 31-40 Ghost **
 41-71 Leshy (1 - 3)
 72-80 Skeleton **
 81-95 Grave Ghoul **
 96-100 Vampire (1)

Other Spirits

1-20 Polevik (1)
 21-35 Leshy (1 - 3)
 36-56 Fairies (1 - 10)
 57-74 Tree Nymph (1)
 75-83 Dvorovoi (1)
 84-90 Elves (1 - 6)
 91-100 Dwarves (1 - 6)

Elemental Spirits

01-01 Fire Spirit * (1)
 05-40 Air Spirit * (1)
 41-60 Earth Spirit * (1)
 61-85 Water Spirit * (1)
 86-90 Smolnik (1)
 91-95 Gryaznik (1)
 96-100 Rock Mouth (1)

Water Beasts

1-40 Water Sprite (1 - 5)
 41-60 Vodyanoi (1)
 61-100 Rusalkas (1 - 3)

Underworld Beasts

Locality where encountered subtable

(100%)	Number Encountered
1-5	Burial Ground (4 - 40)
6-50	Lone Grave (1)
51-56	Old Battle Ground (1 - 100)
57-62	Site of an elder trial by weapon (1)
63-69	Murder scene (1)
70-76	Place of sacrifice (3 - 30)
77-83	Past suicide scene (1)
84-90	Site of accidental death (1 - 2)
91-100	None of the above (1)

By rolling a percentile on this table, it is possible to determine the number of said underworld beasts that may be encountered.

CHARACTER RANK OR POWER GRADING SUBTABLE

01-50	1st Rank or Power Grading
51-61	2nd Rank or Power Grading
62-72	3rd Rank or Power Grading
73-82	4th Rank or Power Grading
83-93	5th Rank or Power Grading
94-95	6th Rank or Power Grading
96-97	7th Rank or Power Grading
98	8th Rank or Power Grading
99	9th Rank or Power Grading
100	10th Rank or Power Grading

Type of Elemental Spirit Subtable

01-51	Type 1
52-72	Type 2
73-83	Type 3
84-94	Type 4
95-100	Type 5

It is only possible to find Type 6 elemental spirits during torando's, near mountains, lakes, the sea or the mightier rivers. If these conditions are there, then there is a 50% chance that it will be a type 6, otherwise roll on the table.

ELEMENTAL SHRINE TABLE

Roll for the type of Elemental Shrine and then go to that particular subtable to ascertain to whom it is dedicated and what types of offerings may be found there.

Type of Shrine

01-25 AIR

26-50 WATER

51-75 FIRE

76-00 EARTH

this mini compendium of beasts are indigenous to the Russian people and those races with whom they shared common boundaries and beliefs, as well as similarities in language. Even as late as the 19th Century there was still a degree of belief in the existence of such beasts amongst the masses, but these beliefs were nowhere more prevalent than amongst the folk of outlying rural communities. The information cited concerning most of these creatures is based upon what would be generally

known to any inhabitant of Rus, and what has survived until the present day in the shape of the Skazki.

Some creatures have been deliberately drafted in a form indicating that the general populace have little or no knowledge about the behavioral patterns and/or capabilities of said types. Generally speaking, this type of creature is the result of conjuration by a Koldun. They are beasts better left untouched, beings from the Underworld, a bastion of putrid creations so hideous that few could even hint at their manifold forms. Most have not been created, but much rather developed for use with the game *RUS™*. In particular I make reference to the likes of Dragons. Some, such as the Gryaznik, Smolnik, Rock Mouth and Iceman are creations for use in this game.

The creatures considered here are those that inhabit the vast, often unsettled, tracts of land in Northern Rus, where the great forest belt begins and penetrates way up toward the Arctic circle.

For the hunters, trappers and people of the country there is a grim

forboding and respect surrounding the nature of the forests, since it is primarily in the dense deciduous forests and Taiga that these abominations are believed to roam freely. Besides being a haven for such ghastly

ELEMENTAL SHRINES		
DEDICATED TO	OFFERINGS FOUND THERE	SHRINE CONSTRUCTION
EARTH		
Moksha	Fine cloth and food	A hole in the ground or in a tree.
Rod	Sheaves of wheat, wine and hunks of cut turf	A hole in the ground or in a tree.
Rozhanitsy	Sheaves of wheat, wine, turf or eggs	A hole in the ground or in a tree
FIRE		
Svarog	Armor, weapons and tools	An outdoor forge
Svarozhich	Golden beads	A great outdoor hearth stone
Iarilo	Birchwood	A flaming hole in the ground
Svantovit	Slaughtered cattle	A flaming hole in the ground
AIR		
Stribog		In the bough of a tree
The Grandsons of Stribog		In the bough of a tree
Perun	White cocks, human and cattle sacrifices	In a great burning fire in a hole in the ground
WATER	Since there are no water divinities amongst the pagan pantheon of Russian deities, the water shrines are dedicated to powerful water Elemental spirits or Elemental entities of water. Gifts will usually be in the form of ale and mead.	

BEASTS

Beasts have always played an extremely important role in the stories of the Skazki, often figuring as central characters within the tale and they possessed many and varied forms and abilities. The creatures listed within

aberrations, these wooded regions are also the realm of powerful and often unpredictable elemental spirits and entities. Only over generations have people managed to gather sufficient knowledge regarding these beings and this has only served to reinforce their cautiousness when they are living, working or simply moving through such areas.

Many of the creatures that may be found are extremely territorial and not given to wide roamings. If they are to be found in a reasonable proximity to settled areas, then it is more than likely that many of the locals will have some, albeit sketchy knowledge of those things that dwell on the extremities of their communities. In odd cases, the stories and legends regarding such beasts may stretch back for several generations, together with the tales of epic struggles against them, as well as sad recollections of those unfortunate souls who have perished at their hand.

Huntsmen and Trappers in particular have a most acute knowledge of the various creatures that inhabit certain locales and they frequently give the beasts sacrifices or tithes in order to be able to make their livelihood within the abhorrent domain of these entities that reside there.

Bearing in mind the individual and possibly unique nature of many creatures in the game RUStm, even within their own kind, we have found it necessary to format them in such a way as to reflect this fact. The following is a guide to the format used in the formulation of Beasts and an explanation as to the way that it is used when trying to determine their exact abilities.

[1] LIFE POINTS

As you should no doubt be aware at this stage, Life Points are a measure of the amount of physical damage that a Beast may sustain before dying as a result of such wounding.

[2] STRENGTH

Like humans, all creatures will possess a *Strength* that falls within a certain range, peculiar to their type. The *Strength* parameters for each particular type of creature are listed under *Strength*. Each individual creature will have a *Strength* that lies within this range.

The calculation of the individual Beast's *Strength* is of the utmost importance, since it may have an affect upon the CAF of the being, as well as the amount of damage that it is capable of handing out. It will also have an affect upon the weaponless combat ability of the creature. The Attributes table at the beginning of this book should be consulted to determine what bonuses or penalties may apply to the Beast in question. Furthermore, the base ability of the creature should be adjusted in accordance with its *Strength* rating if necessary.

[3] AGILITY

The *Agility* of each creature must be determined so as to calculate the affect that its own personal *Agility* will have upon its CDF, CAF, footspeed and CAP tally. The *Agility* portion of the Attributes table should be referred to in order to calculate the affect that its *Agility* will have upon the above mentioned factors. If required the CDF, CAF, footspeed and CAP tally should be adjusted accordingly.

[4] STAMINA

The creature's *Stamina* must be determined for the purpose of ascertaining its affect upon the creatures Life Points and endurance for footspeed. The *Stamina* portion of the Attributes table needs to be seen to evaluate the degree to which the factors above must be modified, if at all.

[5] COMBAT ATTACK FACTOR (CAF):

The CAF of the creature is a measure of the Beast's inherent fighting ability combined with the penalties or bonuses of its personal *Strength*.

Beasts are thus listed with a base CAF, which in turn is modified according to *Strength* bonus of the creature (If any). The use of magicked weapons will increase the CAF of the creature by an amount equal to the magical attack factor of the weapon. The *Strength* bonus will usually be denoted by +SBNS.

[6] COMBAT DEFENSE FACTOR (CDF)

The base CDF of the creature is an amalgam of its own natural bodily protection and the animals latent dodging ability combined with the bonuses or penalties stemming from its *Agility*. All Beasts are listed as having a base CDF, the figure which shows the level of its own

personal defenses. This is duly modified according to the penalties or bonuses arising from it's personal *Agility* rating. To find out the bearing that a beast's *Agility* score will have upon it's CDF, one will have to go to the CDF section of this book and cross-index the beast's *Agility* score with a factor that is listed under CDF on the beast's characteristics and description file. This factor equates the creatures inherent defensive capabilities with that of a professional character of a particular rank. e.g A beast has an *Agility* of 8 CDF : *Agility* vs BS1 +30. This means that the Arbitrator must take the rolled *Agility* of the beast and check it against BS1 on the table. In this case it will be 5. To this, the +30 is added, thus leaving an overall CDF score for the creature of 35. Additionally, the use of magicked wards and protections by humanoid creatures will provide an enhanced CDF. In the event that a given creature is employing such means, it will be further necessary to alter the CDF by adding the value of the magical protection factor of the object used.

[7] COMBAT ACTION POINTS (CAP)

The CAP tally of a Beast dictates in relative terms the number and type of actions that may be carried out by the said beast in 1 Desyatka. As a rule, the CAP tally is equal to the *Agility* score of the Beast. In numerous cases another number is added to this figure, thus boosting the overall CAP tally of the creature. This supplementary bonus is an indication of the creatures superior speed and coordination in battle.

[8] FOOTSPEED

The footspeed of a creature is the distance in metres that it is capable of covering on foot in 1 Desyatka over various kinds of terrain. The sole factor when determining footspeed is the *Agility* of the creature. To find the footspeed of the creature, it's *Agility* is cross-indexed with the variety of terrain that it is traversing at that particular time.

[8a] FLIGHT SPEED

Animals possessing the power of flight will have a flight speed equal to twice the footspeed for their individual *Agility* score over clear flat terrain, unless otherwise indicated. Unfavorable variations in prevail-

ing weather conditions will adversely affect their flying ability, and it is possible to find them listed at the head of the footspeed table.

[8b] SWIM SPEED

Creatures with innate swimming ability are easily distinguished by the inclusion of this factor in their statistics. Their swim speed will always be equal to the footspeed of a creature with the same *Agility* score. Currents, rips, tides and other detrimental water conditions will certainly affect the creatures swimming performance. Speed modifications of this nature will always be indicated near the top of the footspeed table.

[9] DAMAGE TYPE, DAMAGE CAUSED AND CAP COST

This portion of the Beast's characteristics indicates the modes of attack that that particular type of Beast is capable of using, together with the type of damage that would result from such an attack form and it's CAP cost to the creature. Be forever mindful of the damage bonuses that may apply to individual creatures due to their greater *Strength* or penalties for that matter.

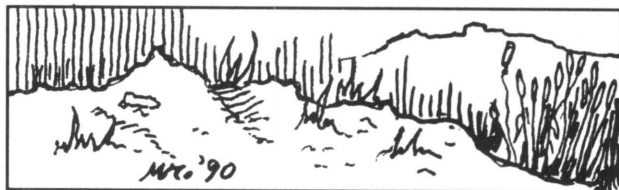
Remember also that many creatures will have the capability of utilizing weaponless combat forms if they so wish. If their life is in danger they would however be highly unlikely to adopt such a stance.

[10] LOCALES

Listed under locales are the various habitats that the given Beast prefers to reside in. This sub-section will also describe the Beast's appearance, it's behavior and any other special abilities.

[11] WHEN ENCOUNTERED :

This sub-section provides information relating to the course of action that the creature will adopt when it has been or is about to be encountered. For example it will contain information such as the way that the Beast will exploit nearby terrain or it's preferred attack strategy.



ANIMALS

In RUStm there are a number of non-mythical beasts that roam throughout the countryside and many of these are still visible today. With very few exceptions, these beasts will be shy and elusive, seeking to avoid contact with humans or other animals not of their own species. Arbitrators are encouraged to read up on those different types of animals listed in this game, if they are unfamiliar with them. Listed below are those creatures that could become a conceivable threat to a band of adventurers if encountered.

All these creatures will be listed with standard figures, so there will be no need to work out any of these statistics.

WOLF

LIFE POINTS : 1 Dc6 +2

CAF : 20

CDF : 15

CAP : 9

FOOTSPEED : As per 10 Agility on the footspeed table

ATTACK / DAMAGE / CAP COST

BITE / 1-3 / 3 CAP

Wolves are pack animals and although they will prefer to shadow and attack lone creatures, they will consider attacking even a large group if they are hungry. In winter, wolves will attack a party of large to moderate size if it is encountered by them.

LYNX

LIFE POINTS : 1 Dc6 +1

CAF : 15

C.D.F : 10

CAP : 6

FOOTSPEED : As per 10 Agility on the footspeed table

ATTACK / DAMAGE / C.A.P COST

BITE / 1-3 / 3 CAP

Lynxes will only attack lone individuals 100% of the time if they are so encountered. The Lynx will typically be hiding up in a tree and will pounce down upon the unsuspecting character.

BEAR

LIFE POINTS : 3 Dc6 +3

CAF : 25

CDF : 10

CAP : 5

FOOTSPEED : As per 5 Agility on the footspeed table

ATTACK / DAMAGE / CAP COST

BITE / 1-6 / 3 CAP

HUG / 1-6 +3 / 5 CAP

PAW / 1-3 / 2 CAP

When a bear is encountered by a party, there is a 50% chance that it will charge the group and begin attacking, otherwise it will simply wander off. If attacked in any way, the bear will always attack.

SNAKE

LIFE POINTS : 2

CAF : 20

CDF : 10

CAP : 6

FOOTSPEED : As per 10 Agility on the footspeed table. All distances are halved.

ATTACK / DAMAGE / CAP COST

BITE / Roll Physical Survival score or / 3 CAP
less on 1 Dc20 or die in 4 Dc 6
hours.

Snakes are unable to bite any person wearing long boots. The snake will usually have only 2 attacks and then try to flee. If pursued it will continually try to strike in order to defend itself.

BANNIK

Banniks are the keepers of bath houses and they regulate the hours during which a person may bathe, as well as how many persons may be allowed to bathe. If people decide to bathe outside these regulated times, there is every chance that the Bannik will be in company with a Leshy. The Bannik and his invited guest will always attack unwelcome bathers. Furthermore, the Bannik is skilled in the arts of prophecy and will be able to give answers to people if they are liked by him. All Banniks will possess the same physical attributes as the Ovinnik but will be unable to change

into a cat or paralyze intruders. The Bannik will always have a certain amount of coinage misplaced by bathers stashed in a secret location in the bath house.

BLOODWRAITHS

LIFE POINTS : 20 + 1 Dc10

STRENGTH : 1 Dc6 +1

AGILITY : 1 Dc6 +1

STAMINA : 1 Dc6 +1

CAF : 30 + SBNS

CDF : Agility vs BS4 +30

The Blood Wraith may not be struck by any normal weapons.

CAP : Agility +2

FOOTSPED : As per the Blood Wraith's Agility on the footspeed table.

ATTACK / DAMAGE / CAP COST

BITE / 1-6 / 4 CAP

CLAW / 1-3 / 2 CAP

LOCALES

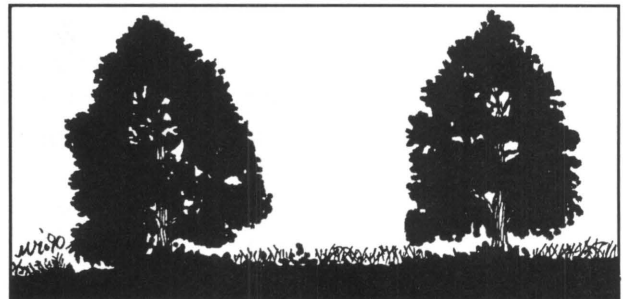
Blood Wraiths are the evil remnants of those who have died suddenly by wounds. The actual number that may be found depends strictly upon the locale in which it is encountered.

- Burial Ground (4 - 40)
- Lone Grave (1)
- Old Battle Ground (1 - 100)
- Site of an elder trial by weapon (1)
- Murder Scene (1)
- Place of Sacrifice (3 - 30)
- Past suicide scene (1)
- Site of accidental death (1 - 2)
- Other than the above (1)

The Blood Wraiths are almost totally invisible to all, except for some barely visible wispy shadows. For this reason, only people who may see the creature/s may do combat with it. People will feel their presence though it's in the form of a spine tingling chill, as it runs its non-corporeal clammy hands across the bodies of those present. People cannot glean how many there are, however, there is one thing. A person bleeding from any type of wound is the only person who may see the Wraiths and the only one who may be attacked by them. These evil spirits lust for the

blood of the wounded living in order to sustain their strength.

WHEN ENCOUNTERED



In a typical scenario, the wraiths will converge upon the wounded ones amongst the band of players and attack with their talons and gnashing teeth, trying to rend apart the character/s. All unwounded characters will be standing amidst combat where all of the assailants are unseen. Wounded adventurers will seem to be swinging wildly in the air with their weaponry, whilst sustaining large gaping wounds, apparently from nowhere.

These Wraiths may only be attacked by a silver weapon, which will do normal damage against them. The elemental manipulation CAUSE BLOOD CLOT will cause damage also. These are the only effective means of attack versus these creatures.

A *Circle of Protection* will keep them at bay and likewise so shall a "*Banishment*" repel or banish them.

Once they have locked on to a character, they will continue to attack until he has been torn asunder and his heart devoured.

DOMOVOI

The Domovoi is similar to the Ovinnik in almost every aspect, save for the fact that they cannot assume the shape of a cat. The Domovoi is in fact the spirit of a long dead family spirit who acts as guardian for a family. Almost every family household will possess a Domovoi, so, the business of stealing from peoples homes is a practice fraught with much danger for the would be thief or Zhulik.

The Domovoi usually lives within the oven of a persons house and it will leave the premises if the fire is ever left to go out. When families eventually have to leave from one place of abode to another they will al-

ways take hot embers from the old hearth so as to transport the Domovoi to their new residence. The Domovoi will always attack uninvited guests.

DRAGONS

Dragons themselves, are not creatures of this world, but instead are linked to far off places in both the Heavens and the Netherworlds. It is just not possible to categorize the hordes of such beast's into this type and that type, save to say that they are perfectly adapted to the mythical lands from which they came, or were summoned.

They shall be known by the habitat from whence they came.

There are of course other types of Dragons, but very few people know anything significant concerning their various virtues. For this reason, very few details are listed here in relation to the various Dragons.

[1] There are those who inhabit Eblis's icy Hell.

These are the "*FrostDragons*", they do not possess the power of flight and are of a horrid disposition. They have a fine snow white fur covering them in most instances.

[2] Those who inhabit the stoked fires of Hell are the "*Dragons of Flame*". They are able to walk or fly and their common ability is to breathe fire. They have a bronzed scaly appearance usually.

[3] Those of the heavens are known as "*The Serpents of Perun*". They are exclusively aerial creatures and will never tread upon terra firma. They have no appendages besides wings. They breathe lightning and their tail is like a barbed lightning bolt. They usually have a good disposition. They have amorphous grey and white mottling.

[4] Those who inhabit Hell's sulphur pits are known as "*PitDragons*". Their breath is of toxic sulphur. They are tormented creatures and of ghastly temperament. They too, are aerial creatures only. Pit Dragons are a nauseous yellow in colour.

[5] Those that inhabit the boiling waters of Hell's inner sea are known variously as "*VaporDragons*".

They may not fly, but are apt to swim and at this, none are better. Their breath will boil all types of liquids, mainly water though. Vapor Dragons are covered with silvery, fish coloured scales.

[6] Those spawned in Hell's vast deserts are known as the "*The Parched Ones*". Their breath is of hot air and they may either walk or fly. These Dragons are not scaled and instead have unsightly, wrinkled and dehydrated blue-grey skin.

[7] Dragons spawned in the eddying air currents and cyclonic winds of the lower heavens are the "*Storm Eyes*". They may not touch earth and attack by breath of wind. Storm Eyes may have bluish silver scales

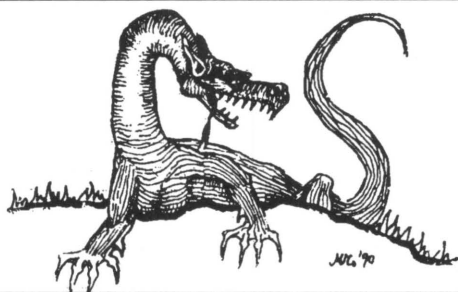
[8] Those who dwelleth upon Hell's inner sea's boiling, muddy shores are known as "*The Serpents of Hellswamp*". Such creatures are impervious to heat, may swim and belly crawl, but not fly. They have a breath of scalding, bubbling mud, which they regularly spew up and masticate. The Serpents of Hellswamp have black scales, which are often caked with mud and perverse weeds.

[9] "*The Unwholesome Ones*" are loners amongst the lands of Hell. They are diseased and rotting creature laden with sores and pustules. Their breath is putrid and tuberculoid consisting of a nauseous acidic phlegm. They are amongst the most loathed of all Hell's detrius. They may walk, swim or fly as they see fit.

All dragons will once in their lifetime lay a group of 1 to 1000 eggs, but at various times. They are almost always laid in their homeworld, but any adult dragon encountered in the lands of Rus will still, if it is a female, have 1 to 100 eggs within her belly.

Aerial dragons will always have 1 to 500 eggs held tightly within a pouch located near the hind rump, wherein may also be 1 to 100 worm-hatchlings.

The hatchlings of all dragons besides those that are aerial ones, shall be known as worms. (of their respec-

[illegible][illegible]

CAF	20	20	20	20	30	20	30	30	30
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(Reference the Beast's Agility vs B'3 and add the listed bonus to the above figure)

CDF (..... All of these Dragon spawn have a CDF of 20+ SBNS) 30+ SBNS

CAP (..... As per the Agility of the Beast in question

FOOT SPEED (YES YES NO NO NO YES NO NO YES)
As per the Agility of the hatchling on the footspeed table

FLIGHT NO YES YES YES NO YES YES NO YES

SPEED (As per the Agility of the Beast on the footspeed table. All distances are multiplied by 2)

SWIM NO NO NO NO YES NO NO YES YES
SPEED (As per the Agility of the hatchling on the footspeed table. All distances are multiplied by 2)

BREATH	A	B	C	D	E	F	G	H	I
ATTACK	(Refer to the hatchling Breath Attack table)

ATTACKS : All Dragon hatchlings are capable of carrying out the following attacks

ATTACK / DAMAGE / CAP COST

GORE / 1-6 +2 +SBNS / 4 CAP

BITE / 1-6 +SBNS / 4 CAP

CLAW / 1-3 +SBNS / 2 CAP

TAIL WHIP / 1-6 +SBNS / 5 CAP

HATCHLING BREATH ATTACK TABLE

BREATH TYPE	DAMAGE DONE	BREATH DIMENSIONS
A Frost Breath	Failed Physical Survival roll : 4 Dc6 Successful Physical Survival roll : 2 Dc6	10 Metre column, 2 Metres wide
B Flame Breath	Failed Physical Survival roll : 5 Dc6 Successful Physical Survival roll : 2 Dc6	10 Metre column, 2 Metres wide
C Lightning Breath	Failed Physical Survival roll : 5 Dc6 Successful Physical Survival roll : 2 Dc6	4 Targets in visual range
D Sulphur Breath	Failed Physical Survival roll : 5 Dc6 Successful Physical Survival roll : 2 Dc6	10 Metre column, 2 Metres wide
E Steam Breath	Failed Physical Survival roll : 5 Dc6 Successful Physical Survival roll : 2 Dc6	10 Metre column, 2 Metres wide
F Hot Breath	Failed Physical Survival roll : 5 Dc6 Successful Physical Survival roll : 2 Dc6	10 Metre column, 2 Metres wide
G Wind Breath	Failed Physical Survival roll : 5 Dc6 Successful Physical Survival roll : 2 Dc6	10 Metre column, 2 Metres wide
H Mud Breath	Failed Physical Survival roll : 5 Dc6 Successful Physical Survival roll : 2 Dc6	10 Metre column, 2 Metres wide
I Phlegm	Failed Physical Survival roll : 8 Dc6 Successful Physical Survival roll : 4 Dc6	One target up to 10 Metres away

STR = Strength

STM = Stamina

AGIL = Agility

+SBNS = Plus Strength bonus if applicable

All the types of breath attacks are described under the adult dragons.

ADULT DRAGONS

HATCHLINGS

- [1] *SNOW WORMS* (BORN OF THE FROST DRAGONS)
- [2] *FLAME SPAWN* (BORN OF THE DRAGONS OF FLAME)
- [3] *KRAIKS* (BORN OF THE SERPENTS OF PERUN)
- [4] *BRIMSTONE WINGLINGS* (BORN OF THE PIT DRAGONS)
- [5] *STEAM WORMS* (BORN OF THE VAPOR DRAGONS)
- [6] *SAND WORMS* (BORN OF THE PARCHED ONES)
- [7] *STORMLING* (BORN OF THE STORM EYES)
- [8] *SWAMP WORMS* (BORN OF THE SERPENTS OF HELLSWAMP)
- [9] *POISON SPITTER* (BORN OF THE UN-WHOLESOME ONES)

FROST DRAGONS

LIFE POINTS : Stamina x 10 + Strength

STRENGTH : 2 Dc6 +5

AGILITY : 2 Dc6 +5

STAMINA : 2 Dc6 +5

CAF : 60 +SBNS

CDF : Agility vs B'10 + 60

CAP : Agility +5

FOOTSPEED : As per the Agility of the Frost

Dragon on the footspeed table. Multiply all figures by 2.

ATTACK / DAMAGE / CAP COST

GORE / 1 Dc12 +SBNS / 5 CAP

BITE / 1 Dc10 +SBNS / 4 CAP

CLAW / 1 Dc6 +SBNS / 2 CAP

TAIL WHIP / 1 Dc10 +4 +SBNS / 5 CAP

BELLY CRUSH / 3 Dc10 / 10 CAP

SQUEEZING GRIP / 1 Dc10 +SBNS / 2 CAP

FROST BREATH / 3 Dc10 / 4 CAP

(Failed Physical Survival roll)

FROST BREATH / 1 Dc10 + 1 Dc6 / 4 CAP

(Successful Physical Survival roll)

BELLY CRUSH : This attack form is only possible if the target is within five meters of the front of the Dragon. The Dragon raises up off the ground on it's front legs and surges forward, thrusting it's belly into the ground, straight on top of whatever is foolish enough to be in such close proximity to it. The result of this attack form is that the full force of the Dragons weight is driven down onto the hapless victim and it will inflict a shocking blow.

SQUEEZING GRIP : When the squeezing grip is utilized, the Dragon grips a target in it's enormous taloned hands and throttles it by means of the mammoth pressure of it's mighty grip.

DROP OBJECT : The Drop Object can only be carried out if the Dragon has a squeezing grip upon an opponent. In the case of Dragons that have no appendages besides wings, a successful bite is required in order to cart the quarry off into the sky. The Dragon then flies skywards and drops the object from a height. It is possible to calculate the height from which it is dropped by looking at the Footspeed table, working out how many seconds the beast was flying for and then calculating the height above the ground in meters.

FROST BREATH : When the Frost Breath is employed by a frost Dragon, a plume of frigid air will gush forth from its mouth at an opponent. The plume will be 20 metres long and 5 metres wide and anyone within that area must make a Physical Survival Roll or take full damage.

DRAGONS OF FLAME

LIFE POINTS : Stamina x 10 + Strength

STRENGTH : 2 Dc6 +5

AGILITY : 2 Dc6 +5

STAMINA : 2 Dc6 +5

CAF : 60 +SBNS

CDF : Agility vs B'10 +60

CAP : Agility + 5

FOOTSPEED : As per the Dragon's Agility on the footspeed table. Multiply all distances by two.

FLIGHTSPEED : As per the Dragon's Agility on the footspeed table. Multiply all listed distances by four

ATTACK / DAMAGE / CAP COST

GORE/ 1 Dc12 + SBNS / 5 CAP

BITE / 1 Dc10 + SBNS / 4 CAP

CLAW / 1 Dc6 + SBNS / 2 CAP

TAILWHIP / 1 Dc10 +4 + SBNS / 5 CAP

BELLY CRUSH / 3 Dc10 / 10 CAP

SQUEEZING GRIP / 1 Dc10 + SBNS / 2 CAP

FLAME BREATH 3 Dc10 + 1 Dc6 / 4 CAP

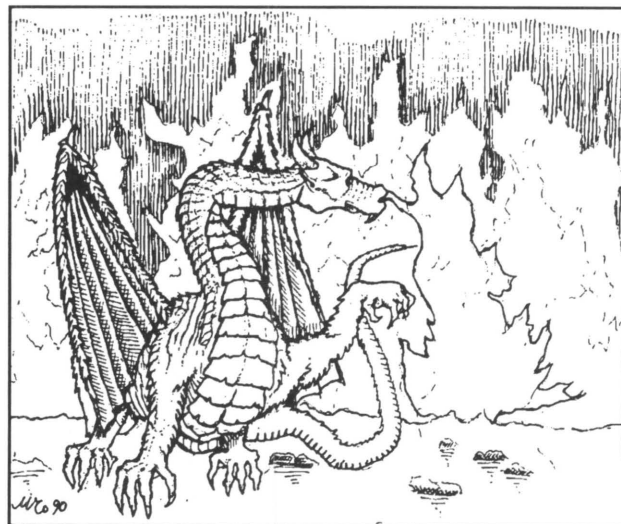
(Failed Physical Survival roll)

FLAME BREATH / 1 Dc10 + 2 Dc6 / 4 CAP

(Successful Physical Survival roll)

DROP OBJECT/ AS PER THE FALLING /1 CAP
DAMAGE TABLE

FLAME BREATH : The Flame Breath will appear as a column of fire and dark black smoke issuing from the mouth and nostrils of the Dragon. The Flame Breath is a lengthy spiralling jet of fire approximately twenty meters long and five meters wide. All persons within this area will sustain full damage unless they successfully make a Physical Survival Roll . If successful, they will sustain damage as listed. Each burst of Flame Breath will immediately ignite surrounding grass and trees.



THE SERPENTS OF PERUN

LIFE POINTS : Stamina x12 + Strength

STRENGTH : 2 Dc6 +6

AGILITY : 2 Dc6 +6



STAMINA : 2 Dc6 +6

CAF : 70 +SBNS

CDF : Agility vs B'10 + 70

CAP : Agility + 6

FLIGHTSPEED : As per the Dragon's Agility on the footspeed table. Multiply all listed distances by four.

ATTACK / DAMAGE / CAP COST

GORE / 1 Dc12 + 2 Dc6 + SBNS / 5 CAP

BITE / 1 Dc10 + 1Dc6 +SBNS / 4 CAP

TAILWHIP / 1 Dc10 + 10 +SBNS / 5 CAP

LIGHTNING BREATH / 5 Dc10 / 4 CAP

(Failed Physical Survival roll)

LIGHTNING BREATH / 2 Dc10 + 1 Dc6 / 4 CAP

(Successful Physical Survival roll)

TAIL BARB / 1 Dc10 + 2 Dc6 +SBNS / 6 CAP

DROP OBJECT/AS PER THE FALLING/1 CAP

DAMAGE TABLE

LIGHTNING BREATH : The Lightning breath is a cobalt blue electrical discharge similar to lightning and it is variously believed that these Dragons are also responsible for a good deal of lightning in the skies. The Lightning breath will dart from the mouth of the Dragon with a great cracking sound, forking out in various directions. This lightning is capable of striking eight opponents at a time as long as they are in visual distance. All characters not wearing metal armor will be allowed to make a Physical Survival Roll. If the roll is successfully made then the character will suffer damage as listed above. Characters with metal armor will always suffer damage in accordance with the above mentioned full damage figures.

TAIL BARB : The end of a Serpent of Perun's tail is barbed roughly in the shape of a lightning bolt. If

struck by the tail tip, the victim will suffer the terrible damage inflicted by it.

PIT DRAGONS

LIFE POINTS : Stamina x10 + Strength

STRENGTH : 2 Dc6 +5

AGILITY : 2 Dc6 +5

STAMINA : 2 Dc6 +5

CAF : 60 +SBNS

CDF : Agility vs B'10 +70

CAP : Agility + 5

FLIGHTSPEED : As per the Agility of the Dragon on the footspeed table. Multiply all distances by four.

ATTACK / DAMAGE / CAP COST

GORE / 1 Dc 12 +8 +SBNS / 5 CAP

BITE / 1 Dc10 +4 +SBNS / 4 CAP

CLAW / 1 Dc6 + SBNS / 2 CAP

TAIL WHIP / 1 Dc10 +8 +SBNS / 5 CAP

SULPHUR BREATH / 4 Dc10 / 4 CAP

(Failed Physical Survival roll)

SULPHUR BREATH / 2 Dc10 / 4 CAP

(Successful Physical Survival roll)

DROP OBJECT / AS PER THE FALLING/1 CAP

DAMAGE TABLE

SULPHUR BREATH : If the Pit Dragon resorts to using it's Sulphur Breath it will belch forth a cloud of yellowish sulfuric smoke which is capable of choking and poisoning all within it. All things within the cloud must successfully make a Physical Survival Roll or take full damage as listed. Successful rolls will mean that the people stuck in it's fumes will take damage as listed for a successful roll.

VAPOR DRAGONS

LIFE POINTS : Stamina x11 + Strength

STRENGTH : 2 Dc6 +6

AGILITY : 2 Dc6 +6

STAMINA : 2 Dc6 +6

CAF : 70 +SBNS

CDF : Agility vs B'10 + 80

CAP : Agility + 6

SWIMSPEED : As per the Agility of the Dragon on the footspeed table. Multiply all listed distances by two.

ATTACK / DAMAGE / CAP COST

GORE / 1 Dc 12 +SBNS / 5 CAP

BITE / 1 Dc10 +SBNS / 4 CAP

FLIPPER BLOW / 1 Dc6 +5 +SBNS / 4 CAP

TAIL WHIP / 1 Dc10 +10 +SBNS / 5 CAP

BELLY CRUSH / 3 Dc10 +6 / 10 CAP

STEAM BREATH / 4 Dc10 / 4 CAP

(Failed Physical Survival roll)

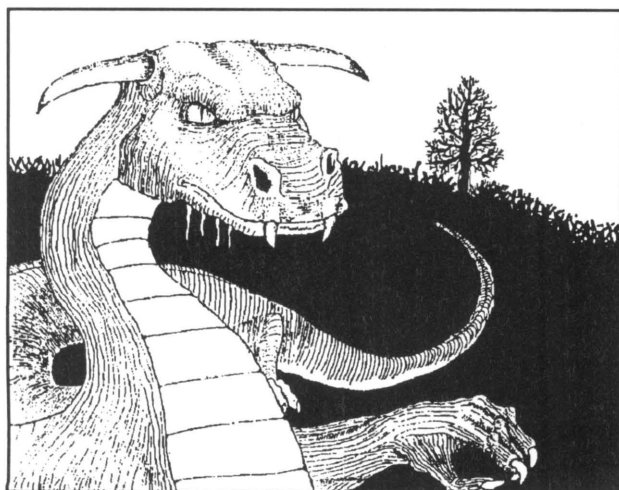
STEAM BREATH / 2 Dc10 / 4 CAP

(Successful Physical Survival roll)

FLIPPER BLOW : The Vapor Dragon lashes out with it's fin against an opponent to inflict a serious blow.

STEAM BREATH : Steam Breath is a large plume of super heated water that spurts and bubbles from the mouth of the Vapor Dragon. The water bursts forth as a gush of boiling steam twenty meters long and ten meters wide. All people or creatures within this area must make a Physical Survival Roll. The results will indicate the amount of damage that will be sustained.

THE PARCHED ONES



LIFE POINTS : Stamina x10 + Strength

STRENGTH : 2 Dc6 +5

AGILITY : 2 Dc6 +5

STAMINA : 2 Dc6 +5

CAF : 60 + SBNS

CDF : Agility vs B'10 + 40

CAP : Agility + 5

FOOTSPEED : As per the Dragon's Agility on the footspeed table. Multiply all listed distances by two.

FLIGHTSPEED : As per the Dragon's Agility on the footspeed table. Multiply all listed distances by four.

ATTACK / DAMAGE / CAP COST

GORE / 1 Dc12 +8 +SBNS / 5 CAP

BITE / 1 Dc10 +4 +SBNS / 4 CAP

CLAW / 1 Dc6 +1 +SBNS / 2 CAP

TAIL WHIP / 1 Dc10 +6 +SBNS / 5 CAP

BELLY CRUSH / 3 Dc10 +4 / 10 CAP

SQUEEZING GRIP / 1 Dc10 +2 +SBNS / 2 CAP

HOT BREATH / 2 Dc10 + 4 D6 / 4 CAP

(Failed Physical Survival roll)

HOT BREATH / 1 Dc10 + 2 Dc6 / 4 CAP

(Successful Physical Survival roll)

DROP OBJECT / AS PER THE FALLING/1 CAP
DAMAGE TABLE

HOT BREATH : When the Parched One uses it's hot breath, a blast of extremely hot air will spiral forth from it's mouth and nostrils in a lengthy thirty meter long plume which is also fifteen meters wide. The air is so hot that it will burn all that are in it's path. A Physical Survival Roll against offensive magic must be made in such instances and this will determine the amount of damage that the victims will suffer.

STORM EYES

LIFE POINTS : Stamina x10 + Strength

STRENGTH : 2 Dc6 +5

AGILITY : 2 Dc6 +5

STAMINA : 2 Dc6 +5

CAF : 50 +SBNS

CDF : Agility vs B'10 + 60

CAP : Agility + 5

FLIGHTSPEED : As per the Dragon's Agility on the footspeed table. Multiply all listed distances by four.

ATTACK / DAMAGE DONE / CAP COST

GORE / 1 Dc 12 SBNS / 5 CAP

BITE / 1 Dc10 +SBNS / 4 CAP

TAIL WHIP / 1 Dc10 +6 +SBNS / 5 CAP

WIND BREATH / 3 Dc10 / 4 CAP

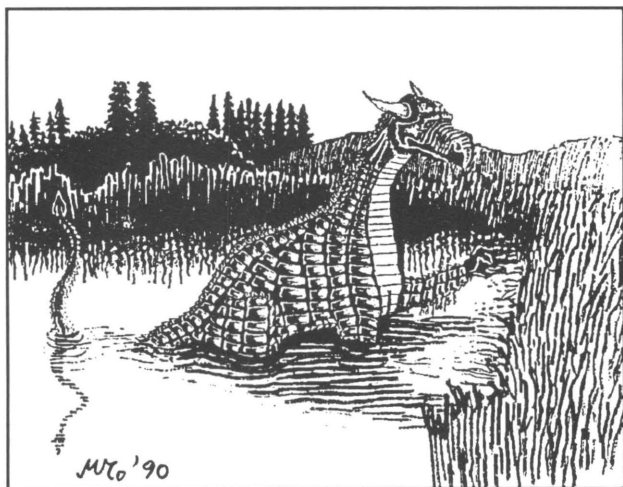
(Failed Physical Survival roll)

WIND BREATH / 1 Dc10 + 1 Dc6 / 4 CAP

(Successful Physical Survival roll)

DROP OBJECT /AS PER THE FALLING/ 1 CAP
DAMAGE TABLE

THE SERPENTS OF HELLSWAMP



LIFE POINTS : Stamina x11 + Strength
STRENGTH : 2 Dc6 +5
AGILITY : 2 Dc6 +5
STAMINA : 2 Dc6 +5
CAF : 60 +SBNS
CDF : Agility vs B'10 + 60
CAP : Agility + 6
SWIMSPEED : As per the Dragon's Agility on the
footspeed table. Multiply all figures by two.
ATTACK / DAMAGE / CAP COST
BITE / 1 Dc10 +2 +SBNS / 4 CAP
TAIL WHIP / 1 Dc10 +7 +SBNS / 5 CAP
FLIPPER BLOW / 1 Dc6 + 8 + SBNS / 5 CAP
BELLY CRUSH / 3 Dc10 + 3 Dc6 +SBNS / 10 CAP
MUD BREATH / 4 Dc10 / 4 CAP
(Failed Physical Survival roll)
MUD BREATH / 2 Dc10 / 4 CAP
(Successful Physical Survival roll)
MUD BREATH : This attack form consists of a great
mouthful of boiling mud which is spat from the mouth
of the Dragon.
The geyser like surge of mud streams forth for a
length of fifteen meters and is five meters wide. A
Physical Survival Roll is required by all within it's
path to determine the exact amount of damage that
the victim will sustain.

THE UNWHOLESOME ONES

LIFE POINTS : Stamina x12 + Strength
STRENGTH : 2 Dc6 +6
AGILITY : 2 Dc6 +6
STAMINA : 2 Dc6 +6
CAF : 80 + SBNS
CDF : Agility vs B'10 + 80
CAP : Agility + 8
FOOTSPEED : As per the Dragons Agility on the
footspeed table. Multiply all distances by two.
FLIGHTSPEED : As per the Dragon's Agility on the
footspeed table. Multiply all listed distances by four.
SWIMSPEED : As per the Dragon's Agility on the
footspeed table. Multiply all listed distances by two.
ATTACK / DAMAGE / CAP COST
BITE / 1 Dc10 +10 +SBNS / 4 CAP
CLAW / 2 Dc6 +5 +SBNS / 2 CAP
TAIL WHIP / 2 Dc10 +4 +SBNS / 5 CAP
FLIPPER BLOW / 3 Dc6 / 4 CAP
SQUEEZING GRIP / 2 Dc10 +SBNS / 2 CAP
BELLY CRUSH / 5 Dc10 / 10 CAP
PHLEGM / 5 Dc10 +4 / 4 CAP
(Failed Physical Survival roll)
PHLEGM / 2 Dc10 + 1 Dc6 / 4 CAP
(Successful Physical Survival roll)
DROP OBJECT / AS PER THE FALLING/1 CAP
DAMAGE TABLE
PHLEGM : This attack form is one of the most lethal
that may be executed by known Dragon types. The
mucousy phlegm is highly acidic in nature and will
burn all those struck by it. The Phlegm itself is in the
form of a ball of green blood speckled sputum, which
may only strike one target at a time. The damage that
will be incurred by the hapless victim must be calcu-
lated firstly by rolling a Physical Survival Roll. The
damage sustainable by characters is worked out in ac-
cordance with the result of this dice roll.
Furthermore, those hit by the Phlegm must roll an
extra survival roll each time to avoid contracting
Tuberculosis.
Those who catch Tuberculosis will suffer recurring
boughts of it every 2 months. On each reoccurrence of
the Tuberculosis, the character will lose 1 Dc10 Life
Points permanently. These losses will continue either

until the afflicted character is cured of the illness, or he eventually dies as a result of his Life Points being reduced to zero.

DVOROVOI

The Dvorovoi has all of the physical attacks and attributes of an Ovinnik, so consult the Ovinnik for these details.

Additionally, the Dvorovoi could be found mainly in the barn or out in the yard protecting the possessions of the owner.

The Dvorovoi had the appearance of a darkly haired man of small stature with eyes that burned red with the intensity of hot embers. A Dvorovoi will have a similar amount of treasure to that of the Ovinnik.

DWARVES

Magical Dwarves are all considered to have a Profession.

This being the case, all magical ones must be created in the Random Character Generation section and then modified by the information and guidelines listed in the non-human character section.

The non-magical Dwarves possess capabilities as outlined here. Non-magical Dwarves will rarely wear armor. If they do for some reason, then simply roll for the armor worn in the Random Character Generation section and modify it's CDF.

LIFE POINTS : Stamina x2 + Strength

STRENGTH : 1 Dc6 +7

AGILITY : 1 Dc6 +4

STAMINA : 1 Dc6 +6

CAF : 10 +SBNS

CDF : Agility vs BS1

FOOTSPEED : As per the Agility of the Dwarf on the footspeed table. Halve all listed distances.

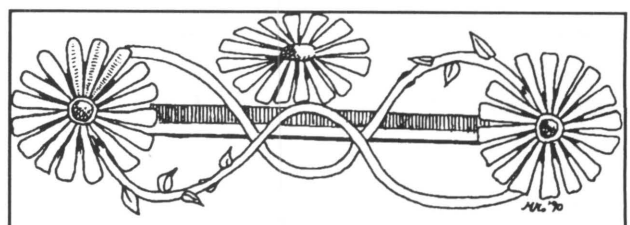
Dwarves are somewhat reclusive creatures, little understood by the bulk of normal communities and, yet, loyal and true friends to those who take the opportunity to get to know them better. Dwarves fall into two distinct categories, the magical ones and the non-magical ones. Both varieties of Dwarf are physically similar, only the magical abilities set them apart.

Dwarves will always encounter smart remarks and jibes when venturing into human population centres. Whether in Christian or in heathen centres, the Dwarf

will often be pursued by fortune hunters wishing to torture him so as to extract information as to the whereabouts of gold mines and other treasures, or he may be sought after by greedy blacksmiths wishing to chain him to his forge. Dwarves will receive a +2



bonus to their *Stamina*, a +1 to their *Strength* and a +2 to their *Mental Strength*. Dwarves will always receive a penalty of -6 to their *Appeal*. Dwarves spend much of their lives underground and over the many thousands of years that have passed since they ventured down into the earths deeply sunken ore veins, they have developed the capability to see in the dark. This means that Dwarves will be capable of seeing underground with the same degree of clarity as a human would have in normal daylight. The major side effect of this ability is that Dwarves will always suffer from persistent flash blindness when they emerge from their mines onto the sunlit surface of the Earth. If Dwarves are engaged in combat during the daylight hours, they will receive an automatic



-20 CAF and CDF. For this reason, Dwarves find it more comfortable doing business with surface dwellers after sunset and they realise the importance of doing so, especially from a security aspect.

Although all magical Dwarves have an inherent ability to utilize the Volkhv's Speak to Elemental spirit spells, they are only competent in the use of the *Elemental manipulations* "*Cure bleeding*", "*Levitate*" and "*Disperse gas*". Please note, however, that this does not make the character a Volkhv, merely by having these abilities. All magical Dwarves will be treated as a Volkhv of the second Power Grading in any case, although only for the purpose of calculating Power Points and expertise in performing those Elemental manipulations previously mentioned.

Dwarves may be any profession except that of Bogatyr' and Svyashchennik. Dwarves have a particular affinity with the Elemental spirits of Earth and Fire. If a Dwarf is a Volkhv by profession, then he will always summon Fire or Earth Elemental spirits of the maximum point value for their given Elemental type. i.e a Dwarven Volkhv who is summoning a type 2 Earth Elemental spirit will always receive a 6 Point value Elemental spirit.

All magical Dwarves and their abilities should be formulated as for a non-human character, by going firstly to the non-human character section and then to the Random Character Generation section. Dwarves occasionally form large centralized communities inside the stony hearts of the Urals and Caucuses, but generally they are content to settle in small close-knit family or business groups.

The main preoccupation of both magical and non-magical Dwarves alike is the harvesting of ores and precious gemstones from the earth. Dwarves are highly skilled miners, not only because they are strong, but because they know how to build sturdy shafts and tunnels. Magical Dwarves use their intimate rapport with Elemental earth spirits to ask such spirits for guidance in finding the locations of hidden and often precious ore veins.

The Dwarven family group will usually consist of 2 male business partners and their wives and 1-3

children. Dwarves will often make their homes in the tunnels that they have crafted.

In the mountain areas, which incidentally have been the subject of massive burrowings over time, there are numerous tunnels and leads that only few people could ever know of.

Dwarves will frequently trade amongst themselves for all manner of goods, and there are those that specialize only in the supply of food and timber, which is only ever brought down into the subterranean labyrinths from the surface on pack mules. They pay for these goods in gold usually.

There is no misfortune greater than cheating or taunting a Dwarf, since they have long memories and will seek vengeance either on the spot or at a later date. If a person has proven to be a Dwarf's true friend, then it is highly likely that a very meaningful and profitable friendship may flourish.

Dwarven guides are a must if characters are even contemplating a subterranean adventure beneath the larger mountain ranges of Rus.

ELVES

When we talk about Elves in this section we are referring to the Earth born. There are two other types which have had their origins in both the Netherworlds (Dark Elves) and the Lower Heavens (Light Elves), but this section does not concern them so much. It must be said that there is a certain degree of interaction between these outer world Elves and the Earth born, but it is not usual.

The continuity of the Earth born Elves is seriously in question due to the inherited genetic anaemia which eventually kills off those afflicted. The disease originally was rarely dominant in offspring, but over the millennia it has developed to such an extent that it will result in the extinction of the Earth born over the next 500 years. Occasional interaction between outer world Elves and the Earth born has resulted in longer life spans for males in some areas, but generally speaking their race is well on the way out. All Elven females are carriers of this tragic inheritance, although only 50% of them develop the full symptoms of it.

The life span of a female Elf unafflicted by the disease is roughly 200 years, whilst those that have contracted

it can only expect to live up to 100 years. Similarly, all male Elves will only live up to 100 years.

Some Elves have been known to travel to the more southern latitudes in search of Koldun who may have the ability to return some of their sick and dying brethren to the outer worlds, the place of their race's genesis in eons long past.

All Elves should be calculated in accordance with Random Character Generation.

Elves form tightly knit nomadic communities in the more northern reaches of Rus, which usually consist of about 20-30 individuals. The family groups will be composed of 5-8 elderly folk, 10-15 adults and 5-8 children. Their nomadic life is rather typical of a



people who require a good deal of game to support themselves and they usually follow the migratory routes of the reindeer, which constitute a large portion of their diet. Elves usually have sheep, goats and poultry, which they take with them on their roamings and which serve as a supplementary food source on days when hunting has not been bountiful. Elves habitually follow these routes, as they have done since time immemorial and along them it will be possible to find vineyards and wild rye or wheat fields, which they always exploit if they are in the vicinity. Elves will

prefer to travel on horseback when in pursuit of the drifting reindeer herds, but will never do so whilst hunting. The Elves will usually erect hide covered huts constructed by lashed wooden beams. This form of shelter is most appropriate when one bears in mind their way of life.

If Elves are indicated in the random encounters section it is almost 90% certain that it will be a hunting party of 1 Dc6 individuals. These hunting parties will never be spotted by a band of adventurers, but they will always choose to follow and observe them for as long as they are in close proximity to the main Elven family groups. If the observed party seems to be off guard, an Elf will turn invisible and shadow the party, possibly deciding to pilfer items of a magical or unusual nature. If the party appears to be heading towards the main family groups, the hunting party will confront the adventurers and if necessary turn invisible and begin attacking. Friendships may only successfully flourish when a good deal of sympathetic understanding is applied to their friends problem.

Elven characters are quite exceptional to humans in many ways, whilst in others they fare rather poorly. Elves are magical in nature and it is believed that they have existed upon the earth for some time, although it is known that their true origins are from the lower heavens or indeed the underworld. Lore and legends related by Norse storytellers has painted a picture of two distinct races of elves, one light and the other dark. Elves mentioned in this section will be the ancestors of elves summoned to the Earth by great wizards at some time in eons past. Those Elves who still roam the Earth have been known to have formed small silvan communities, mainly in the Arctic circle or just south of there.

Great periods of time have elapsed since their forebears originally arrived upon the earth and their race has been the subject of constant interbreeding from time immemorial. The ravages of an inherited anaemic type disease which afflicts about 50% of females and 100% of all male elves has not in anyway detracted from their funloving activities, behavior and way of life. Elves become tired rather more easily than say humans, largely due to the side effects of

their genetic illness, but they try to stave of the recurring fatigue by consuming unbelievable quantities of meat, eggs and red wine. Elves will always require a sound meal, primarily consisting of the above foodstuffs after exerted activity in order to build up their flagging *Stamina* and failing to do so will result in the temporary loss of 1 *Stamina* point until sufficient food is eaten. The need for large quantities of fresh meat daily has helped to develop the Elves into a race of skilled huntsmen and trappers. All Elves will have trapping and tracking scores of at least 90. Elves are skilled bowmen, largely as a result of their everyday hunting expeditions and they will receive an automatic +40 CAF when using a bow. They have always preferred the bow, since it saves them from having to give chase to their quarry on foot, thus serving to conserve their already fragile physical constitution.

Most Elves will be seen as tipsy or slightly inebriated when encountered and in fact this is a prime reason for their seemingly incessant merriment. Elves must drink one waterskin of red wine every day and an amount of meat the equivalent of a large freshly killed lamb daily.

Their penchant for eggs has led many an Elf to raid a farmer's chicken coup. Elves who have strenuously exerted themselves during the day may require two, or possibly three times the amount of food stated above. The total amount of food that the Elf will be required to consume is totally at the discretion of the Arbitrator.

Without adequate nourishment, the Elf will lose *Stamina* points as outlined above.

Most humans, apart from those who have frequent business in the far north, will regard the existence of Elves with much scepticism. This disbelief in such things extends right across Rus, although in more rural areas, Elves will be a source of persistent stories and some inhabitants of these areas will place a certain amount of credence in their existence. Christian communities and heathen ones alike will always suffer a degree of culture shock at the blatant appearance of such creatures amongst their community. In heathen areas, Elves will be a source of great curiosity or

amusement amongst townsfolk and possibly the source of a plot by enterprising Zhuliks to capture such a crowd-drawing sideshow amusement! Although they have a somewhat pallid appearance, the Elf is usually an extremely handsome looking person. The subsequent *Appeal* bonus is to indicate that whilst they will be subjected to much staring in a heathen community, they have a better chance of avoiding or conning their way out of harsh treatment than would say, a Dwarf. Trappers and huntsmen who have built good friendships with Elves of farflung communities will never disclose their location.

Horses will always be jumpy and bad mannered in the prescence of an Elf, but this does not generally affect their riding ability.

Elven people have always retained their ability for invisibility and all Elves may become invisible at will for one hour, up to three times per day.

Elves must have +3 added to their Agility and 3 subtracted from their *Stamina*. Elves will also attract an *Appeal* bonus of +3. If the Elf is a female, then there is a 50% chance that the Elf is without the genetically acquired anaemia which afflicts 75% of the



Earthborn Elven race. If so, the Elf will receive the +3 to the Agility score plus other benefits and not incur any of the penalties that normal Elves would (This includes the *Stamina* penalty and the eating requirements).

Elves must roll for their spoken languages as though they were of the Ves tribe. They have a 75% chance of being 100% fluent in Slavic languages. If unsuccessful in having a Slavic language they will probably have to talk to through an interpreter in one of the Teutonic languages, which they are also quite likely to know. All Elves may write in their own Elvish script, an alphabet known only to Elvish folk. Elves may be any profession with the exception of Bogatyr' and Svyashchennik.

FAIRIES

Fairies are minute creatures endowed with the ability of flight, of mischievous temperament and quite fond of practical jokes. Being no bigger than 30 cm tall, Fairies have negligible combat ability and will not be



listed in the usual beast formatting.

The Fairies have a natural ability to become invisible at will. Fairies will never be found prancing about in the open, though largely because they spend a good deal of their time in invisible form. If fairies are rolled up in the beast encounters, 1-100 fairies will turn up. When they do so, the Fairies will begin to steadily pilfer coinage held by the party. A Fairy may only carry one coin at a time and, so, the group will end up losing one coin for every fairy that has appeared. Fairies are known to live inside the stalks of toadstools and some people say that it is possible to

see their footprints in the soil surrounding them and then there are those people who outright claim that they can see them at any given time.

ZHAR PTITSA (FIRE BIRD)



STRENGTH : 1 Dc6 +4

AGILITY : 2 Dc6

STAMINA : 2 Dc6

CAF : 40 +SBNS

CDF : Agility vs B'8 + 20

CAP : Agility + 4

FLIGHTSPEED : As per the Fire Bird's Agility on the footspeed table. Multiply all distances by four.

ATTACK / DAMAGE / CAP COST

BITE / 1 Dc10 +12 +SBNS / 4 CAP

TALON / 1 Dc6 +6 +SBNS / 2 CAP

WING FAN / 2 Dc10 +10 +SBNS / 2 CAP

+SBNS means, plus Strength bonus if applicable.

WING FAN : The Fire bird has the capability to flap it's wings at a furious pace, sending plumes of fire rocketing forth from it's fiery body.

The Fire bird or Zhar Ptitsa is a creature of large dimensions, probably about 3 meters in height and with a wingspan of 10 meters. They will appear as a huge eagle, but with the bulk of their body composed

of great flames which heat everything in the vicinity of the creature. Due to their fiery body, the fire bird inflicts horrible burning damage on each occasion that they strike an opponent. They are extremely capable fliers and are able to undertake long flights in search of prey. When a Fire bird walks upon the ground, it will immediately ignite all combustible materials such as grass, shrubs or trees. The favorite food of the Fire bird is timber and they will often descend upon forests to gorge themselves with pine or spruce wood, ostensibly to keep their internal fires burning with the fullest possible intensity.

It ought to be mentioned that the Fire bird is the bringer of fertility and for this reason, Princes, Boyars or Chieftains would pay a hefty sum if one were captured. A captured Fire bird will cause all crops in the district to grow at an unbelievable rate and cattle or sheep will all bare calves and lambs respectively every year.

The eggs of the Fire bird are an extremely precious commodity, being extremely rare and it is generally believed that they do not roost on the Earth, but somewhere in the outer worlds.

Fire birds are highly susceptible to cold based attacks and as a result, they will take double damage from them.

GHOSTS

LIFE POINTS : Stamina x3 + Strength

STRENGTH : 1 Dc6 +4

AGILITY : 1 Dc6 +4

STAMINA : 1 Dc6 +4

CAF : 20 + SBNS

CDF : Agility vs B's +50

CAP : Equal to the Agility score of the Ghost

FOOTSPEED : As per the Ghost's Agility on the footspeed table. Multiply all distances by two.

ATTACK / DAMAGE / CAP COST

CHILLING TOUCH / 1 Dc10 / 2 CAP

SEIZURE / 1 Dc20 / 1 CAP

CHILLING TOUCH : The Chilling touch of a Ghost has the effect of drawing the body warmth from creatures so struck by it's cold, clammy hands. Victims will suffer from extreme cold and shiver violently.

SEIZURE : The gaze of the Ghost is a terrifying visage and it will cause damage in the form of severe angina pain localized in the chest. People subjected to this attack form must make a survival roll versus offensive magic and be rooted to the spot for 1 Dc6 Desyatka.

The souls of pagans or evil Christians have long been known to adopt the form of the Ghost, an entity with a substanceless body. The Ghost may appear as male or female of any description, but the overwhelming factor that links them all is the torment and grief shown upon their faces. Ghosts howl like the wind when they know that victims are steadily coming within range of it's clutches.

No Ghost may be struck by normal weapons. Only those weapons that have been blessed by a Svyashchennik will be able to do normal damage. Banishment will be effective against them and so too will be the Svyashchennik's prayer of laying to rest. The high footspeed of the Ghost means that it is virtually impossible to outrun them once they have confronted a group of adventurers.

GIANTS

The name of these beasts clearly attests to their massive stature, in fact, even the smallest of their number is easily twice the size of a normal person.

To determine the height of a Giant in any given encounter it is necessary to roll on the following table using 1 Dc20. This in itself will indicate the height of the Giant and the number of life points that it has.

Number	Height	LP's	CAF	CDF
1	3.5m	60	20	20
2	4.5m	75 + 1 Dc6	20	30
3	5.5m	90 + 2 Dc6	30	20
4	6.5m	105 + 3 Dc6	30	30
5	7.5m	120 + 4 Dc6	40	20
6	8.5m	135 + 1 Dc10	40	30
7	9.5m	150 + 2 Dc10	50	20
8	10.5 m	165 + 3 Dc10	50	30
9	11.5m	180 + 4 Dc10	60	20
10	12.5m	195 + 1 Dc12	60	30
11	13.5m	210 + 2 Dc12	70	20
12	14.5m	225 + 3 Dc12	70	30
13	15.5m	240 + 4 Dc12	80	20

14	16.5	255 + 5 Dc12	80	30
15	17.5m	270 + 1 Dc20	90	20
16	18.5m	285 + 1 Dc20	90	30
17	19.5m	300 + 2 Dc20	100	20
18	20.5m	315 + 3 Dc20	100	30
19	21.5m	330 + 4 Dc20	110	20
20	22.5m	345 + 5 Dc20	110	30

STRENGTH : Giants below 9.5m will have a *Strength* of 16. Giants above 9.5m will have a *Strength* of 18.

AGILITY : 2 Dc6

STAMINA : 2 Dc6

CAP : Equal to the *Agility* of the Giant.

FOOTSPEED : As per footspeed table, but modified as follows

(Height)	(Footspeed table modifier)
3.5m-6.5m	Listed speed multiplied by 2
7.5m-10.5m	Listed speed multiplied by 4
11.5m-13.5m	Listed speed multiplied by 6
14.5m-16.5m	Listed speed multiplied by 8
17.5m-19.5m	Listed speed multiplied by 10
20.5m-22.5m	Listed speed multiplied by 12

These modifications are due to the increase in the length of stride as the Giant increases in height. Thus, a 21 metre Giant could cover twelve times more ground than a human with a comparable *Agility*.

DAMAGE FOR 16 STRENGTH

STOMP / 1 Dc10 + 1 / mtr over 3 / 3 CAP

PUNCH / 1 Dc8 + 1 / mtr over 3 / 2 CAP

BOULDER / 1 Dc12 + 1 / mtr over 3 / 6 CAP

LOG / 3 Dc10 + 1 / mtr over 3 / 8 CAP

DAMAGE FOR 18 STRENGTH

STOMP / 2 Dc8 + 1 / mtr over 9m / 3 CAP

PUNCH / 1 Dc12 + 1 / mtr over 9m / 2 CAP

BOULDER / 1 Dc20 + 1 / mtr over 9m / 6 CAP

LOG / 4 Dc10 + 1 / mtr over 9m / 8 CAP

LOCALES:

Giants may be found in the Urals, the Caucasus, the coniferous forests of the Norwegian/Finnish border area, the Siberian Taiga as well as some isolated areas of the Greek Peninsula. The appearance of Giants in

localities other than these should be considered an extraordinary occurrence.



The majority of Giants have their origins in the Underworlds, but a small number are known to come from the lower heavens and it is from these areas that they are summoned by Koldun to do their bidding upon the Earth.

Giants themselves are not residents of the Earth, and may only cross the massive causeways that span the vast distances between their world and ours by means of powerful Sorceries, or at the directive of mighty heathen deities. The means by which the Koldun summon them is the spell "*Summon Major Beasts*". This spell requires that the personal name of the Giant must be known in order to effect the conjuration, and without it no form of influence may be exerted over it whatsoever. After successfully invoking a Giant, the Koldun makes a pact stating what task is to be performed by the Giant in return for passage back to his own world. The Giant will always be compelled to carry out the demands of the Sorcerer. If the summoning Koldun has perished at any time before the Giant

has returned upon the completion of his predesignated task, the Giant is for all intents and purposes stranded with no viable means of return home. The banishment of these beasts is no mean feat, and again it requires that the Giants name be known to the spellcaster. Without prior knowledge of the Giants name, the best that a banishment spell may hope to achieve is to keep such a creature at bay. Giants will never willingly divulge their name to anybody, not even to a well meaning Koldun who wishes to aid a stranded Giant in his return home. They realize that the release of this information creates an unbearable situation in which there is yet another person in existence with the capability to control them. A Giant will quite readily become hostile when pressed to surrender its name. As a rule, Kolduns may only glean their names by means of the spell "World View"*.

WHEN ENCOUNTERED:

When Giants are encountered they will usually be in the process of carrying out the demands of the summoning Koldun or en-route to such a task. The Giants are invoked usually to attack the villages of Boyars and Voevodas disliked by the Koldun, to kill rampaging Dragons, to assail fortifications, or to assemble buildings, walls, tombs or other weighty stone constructions and edifices.

Giants have voracious appetites and can eat prodigious quantities of cattle, sheep, bears, reindeer or people. This will almost always be a prime reason for attacks by these creatures, though more especially during the long winters when most of the naturally occurring game is hibernating or has migrated to more climatically hospitable regions. Additionally, they are frequently disposed towards raiding village grain bins in their daily search for food.

LAIRS:

When living in our world Giants often prefer to make their residences in the mountains, where they rip up boulders and gouge crevasses in order to fashion a reasonable living area for themselves. The bangs and groans that often emanate from mountains have long given rise to a multitude of myths and rumors concern-

ing the abodes of these gargantuan monstrosities and many people will suspect the presence of one in their area if such things are audible. Giants will rarely, if ever, be accompanied by their children and it is unlikely that they will ever be encountered. A Giants lair will usually contain a sizeable portion of ransacked goods, stock and foodstuffs.

* The spells *Summon Major Beasts* and *World View* are contained within the RUStm expansion set and as such are not available within this simplified version of the game.

GOBLINS

LIFE POINTS : Stamina x 1 + Strength

STRENGTH : 1 Dc6 +3

AGILITY : 1 Dc6 +2

STAMINA : 1 Dc6 +2

CAF : 10 + SBNS

CDF : Roll for armor, additional armor, look up the Goblins Agility under BS1 and add all figures.

CAP : Agility +1

All attacks, CAP costs and damage done are according to the weapon used by the Goblin.



FOOTSPEED : As per the Goblin's Agility on the footspeed table. Halve all listed distances.
Each Goblin has a 5% chance of having a magic item.

LOCALES

Goblins appear as small one meter tall creatures with a humanoid shape. They have a hairless dark grey complexion, blood red lips and a somewhat bulbous skull. The finger, elbow and knee joints of the Goblin are usually torturously swollen and misshapen. Goblins are often found wandering aimlessly in the forests, or along remote snow drifts in search of game. Goblins will prefer to avoid moving about during the day, ostensibly due to their hyper-sensitivity towards light and at such times they will prefer to bed down in cave, or burrow a small enclave beneath the roots of a tree. They will wake from their slumber some time around sunset and then set off to cover as much ground as they possibly can before dawn. Goblins are extremely careful to cover up and disguise the fact that these holes have been dug, thus giving away their identity to trackers. Goblins will shun areas inhabited by humans as a general rule, but they will, however, enter some settlements under cover of darkness to perform tasks for a Koldun or to steal food, weapons, armor, stock, children or coins. Goblins have a penchant for uncooked meat, and so will care little for roasting slaughtered game over a fire.

Goblins may never be given the jump in the wilderness and they will leave no visible tracks. Goblins will frequently be given hidden quarters by the Koldun who has conjured them from their own world and they will often act as guards for the Sorcerer's abode. The summoning Koldun will rarely be harmed by the Goblins, since his death would prevent them from ever entering their own world again. Kolduns often assign Goblins to ambush Merchant caravans and the like and to return with the goods to fill the Sorcerer's coffers.

Goblins are small beasts whose origin is the Netherworlds. All Goblins are the product of conjuration by Koldun, and they are quite often found in their employ. Goblins, as it will soon be discovered by the players, are required to do service for a Sorcerer in order to be banished back to their normal realms.

Goblins are extremely loathed by all humanity and as a result will always be attacked by any capable person if encountered.

Goblins, like Elves and Dwarves, are not physically strong beings, but they are a very hardy breed compared with humanity. Goblins are capable of undergoing immense hardship with not as much as a word. The amount of physical pain that they may endure is quite frequently much higher than the average human, and definitely much higher than that of an Elf. The Goblin race is closely allied with the Dark Elves that inhabit the Netherworlds and as such will have a degree of animosity towards the earthborn Elves that is similar to that displayed by their wretched underworld bretheren. Their resistance to pain is such that a Goblin will never yield information under torture.

Goblins are totally at home in places of darkness and will always fight without penalty in areas deprived of light.

Due to the stunning effects of broad daylight upon the photo sensitive eyes of the Goblin, the beasts must receive a penalty to their CAF and CDF of -20 respectively.

Goblins may only become a Boets or Zhulik.

WHEN ENCOUNTERED

Goblins will prefer to remain concealed. Goblins will never attack a group of people if they feel that they are more powerful. Instead, they will prefer to silently pursue the quarry until an advantageous attack situation arises.

GRIFFONS

LIFE POINTS : Stamina x 4 + Strength

STRENGTH : 2 Dc6 +2

AGILITY : 2 Dc6

STAMINA : 2 Dc6

CAF : 40 + SBNS

CDF : Look up the Griffons Agility vs BS5 and add20.



CAP : Agility +2

FOOTSPEED : As per the Griffon's Agility on the footspeed table.

FLIGHTSPEED : As per the Griffon's Agility on the footspeed table. Multiply all listed figures by 2.

ATTACK / DAMAGE / CAP COST

BITE / 1-6 / 5 CAP

CLAW / 1-3 / 3 CAP



LOCALES

Griffons are beasts well known to mythology and in Rus, they will generally be found in larger numbers in the Caucasus or Urals. -(These are breeding grounds) There on high crags and ledges, their nests of arranged branches, foliage and horsehide may be found. In winter, they will generally take up residence in the many caves and crevasses studding these mountainous regions.

If they are encountered out side of this region, they will either be going to or coming from a hunting foray

in search of horse flesh.

Their lust for horsemeat is unquenchable, though it isn't understood why this is so. It will attack any party utilizing horses or asses, especially if the horses are of high quality. It has an innate intuition for picking the best of horses. In lean times, they may stoop to taking a goat, a cow or a camel.

In the nesting regions of the Urals, the Carpathians and the Caucasus, typically 1 - 10 may be encountered, which shall be both male and females seeking to save their hatcheries, otherwise, elsewhere only one or two males may be found.

WHEN ENCOUNTERED

In rocky areas, Griffons will prefer to create rock-slides along the narrow craggy pathways to prevent the passage of party members. It will pelt parties stranded on such ledges with large rocks.

They have the hind quarters of a lion, and the fore quarters, head and wings of a robust eagle.

GRAVE GHOULS

LIFE POINTS : Stamina x 2 + Strength

STRENGTH : 1 Dc6 +1

AGILITY : 1 Dc6 +1

STAMINA : 1 Dc6 +1

CAF : 10

CDF : Look up the Grave Ghoul's Agility vs BS1

CAP : Equal to the Agility of the Grave Ghoul

FOOTSPEED : As per the Grave Ghoul's Agility on the footspeed table.

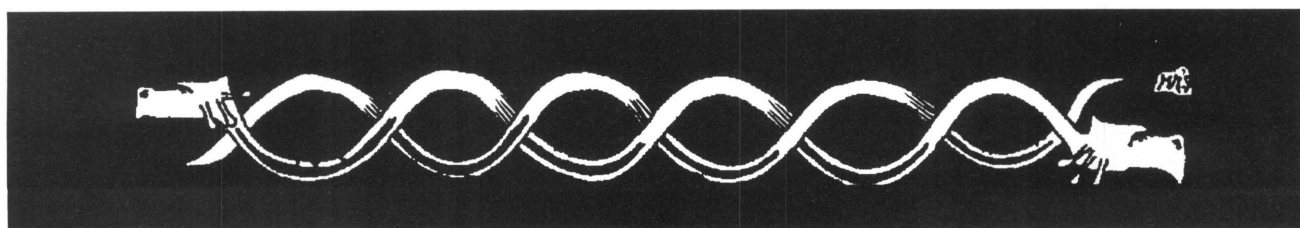
ATTACK / DAMAGE / CAP COST

BITE / 1-3 / 4 CAP

CLAW / 1-2 / 2 CAP

LOCALES

Grave Ghouls are not natives of the Earth and instead come from the lower regions of the Netherworlds, where they subsist on the offal of the dead. These



malign spirits may be summoned forth from these infernal realms by Kolduns with the power to summon them, or placed upon the soil of Rus by potent Demon lords whose reasons for doing so may only be guessed at.

Ghouls are the cadavers of humans long since damned to eternal torment in the Netherworlds. They appear as an emaciated and semidecomposed body, blackened by eons of rotting and with patches of hair still attached to its leprous like head and torso. Patches of shrivelled and worm eaten flesh have long since dropped away from parts of the Grave Ghouls appendages to reveal time yellowed bones.

The Grave Ghoul is attracted to places where the dead have been put to rest. These types of locales are naturally different and it will be necessary for the Arbitrator to consult Blood Wraiths in order to ascertain exactly how many of them may be encountered in a given situation. The Grave Ghouls have a great loathing for living souls, though more especially so if they are come upon in the vicinity of a place of the dead. Any person venturing into areas designated as the final resting places of the dead after dark will be fair game for the Grave Ghoul. They need a constant supply of carrion to fill their distended bellies and a freshly slaughtered corpse is much to their liking. Grave Ghouls have been known to have killed lost children or lone travellers and then buried the body for a couple of weeks to allow it to decompose enough to add some spice to it's flavour.

Classic indications of the presence of Grave Ghouls are uprooted burial posts, broken funeral urns, gutted barrows or the scattered remnants of recently exhumed body parts. Some people may even mistake these signs as being the result of overzealous grave robbers or Sorcerers.

Grave Ghouls will cause double damage to their opponents each time they roll a 19 or 20 on their attack roll during combat.

WHEN ENCOUNTERED

Ghouls will prefer to lay hidden in the soft grave soil and pull the character to the ground as the unsuspecting person passes by. If the Grave Ghoul is indicated on any Beast Encounter Roll during the daytime, this should instead be taken as meaning that there are visible signs or tracks of this type of malign spirit maybe even leading to a grave in which it resides during the day light hours. Grave Ghouls are incapable of attacking during the day and will lay coiled up in the foetal position if come across during such times.

GRYAZNIK

LIFE POINTS : Stamina x 8 + Strength

STRENGTH : 16

AGILITY : 1 Dc6 +5

STAMINA : 1 Dc6 +5

CAF : 80 + SBNS

CDF : Look up the Agility vs BS9 and add 40

CAP : Agility +6

FOOTSPEED : As per the Agility of the Gryaznik

ATTACK / DAMAGE / CAP COST

PUNCH	1 Dc6 +3	2 CAP
THROWN ROCK	1 Dc10 +3	7 CAP
TREE LIMB	1 Dc10 +5	8 CAP

LOCALES

Gryazniks are beings created from mud by a little known method formulated and perfected by the Volkhvy. Access to such arcane learnings is only possible for Volkhvy of higher than the 16th Power Grading. It is generally believed however, that the Gryaznik is some form of an elementally modified type 6



earth Elemental spirit, which has been embodied in the form of a mud creature.

Gryazniks may be found anywhere and there is no logical pattern for the reported appearances of such beasts. There is evidence to suggest that they are created by highly influential Volkhvy in order to defend the worship of the Elemental Gods against the onslaught of the extremely popular Christianity. Gryazniks are a good 2.5-3 meters in height and made of a moist, but muddy clay. Imbedded within its bulky body are numerous large rocks, gravel and even tree roots.

The Gryaznik will never take damage from normal attacks and it may only be harmed by either a *Banishment*, or by the Elemental manipulation (W.W) *Burst water skins*.

If the Power Point value of the Banishment is equal to or greater than the Life Point value of the Gryaznik, then it will quite simply degenerate into a muddy pool. The Power Point value of the *Banishment* is the amount of damage that the Gryaznik will suffer, when such a spell is directed against it.

The W.W Elemental manipulation mentioned above will cause damage to the Gryaznik in accordance with the usual means of calculating damage resulting from Elemental manipulations.

When the manipulation is employed against the Gryaznik, water will appear to gush out from random parts of its clayey body and flush away sections of the creatures earthen flesh.

WHEN ENCOUNTERED

Gryazniks will usually be guarding an Elementally sensitive area or performing some assignment for its Volkhvy masters when encountered by the group of adventurers. It will always prefer to attack by launching large rocks that are contained inside its hulk. To do so, the Gryaznik will delve inside its lower torso with its enormous hands and pull out a large rock to throw.

Gryazniks will also wrench a medium sized bough off a tree and use it as a great cudgel. These creatures will never talk or parley with opponents once it has decided upon attacking and so, any attempt to do this will be utterly futile.

ICEMAN

LIFE POINTS : Stamina x8 + Strength

STRENGTH : 2 Dc6 +3

AGILITY : 2 Dc6

STAMINA : 2 Dc6

CAP : 60 + SBNS

CDF : Agility vs B'7 + 80

CAP : Agility + 4

FOOTSPEED : As per the Agility of the Iceman on the footspeed table. Multiply all distances by two.

ATTACK / DAMAGE / CAP COST

ICE FIST / 2 Dc6 / 2 CAP

RAZOR ARM / 2 Dc6 / 3 CAP

KICK / 3 Dc6 / 4 CAP

BITE / 3 Dc6 / 4 CAP

ICE FIST : The frigid fist of the Iceman is studded with small icicles which will easily rip through skin when a successful punch is struck.

RAZOR ARM : The Razor Arm is a form of attack, whereby the Iceman strikes an opponent with the underside of his forearm, which is festooned with a great ridge of icicles. This attack form is horrific in the damage that it will do, as the icicles penetrate armour and gouge their way into the warm body of the victim. The Iceman, like the Gryaznik, Smolnik and Rock Mouth is a creation made by a Volkhv of an extremely high Power Grading. The Iceman will usually be around five meters in height and fabricated from semi-translucent ice which sports numerous icicles which drape from all of the bodies extremities.

The Iceman is very susceptible to fire attacks and will suffer double damage whenever struck by torches or heated weaponry. Flaming arrows will cause no extra damage.

The Iceman may be struck by any type of weapon, but only blunt, crushing weapons such as the mace or flail will cause full damage. All others will only deal out half damage to one of these beasts.

LESHY



LIFE POINTS : 55 + 1 Dc20

STRENGTH : 2 Dc6 + 2

AGILITY : 2 Dc6

STAMINA : 2 Dc6

CAP : 40 + SBNS

BASE CDF : Look up the Leshy's Agility vs B'5 and add 30.

CAP : Agility + 2

FOOTSPEED : As per the Leshy's Agility on the footspeed table.

ATTACK / DAMAGE / CAP COST

GORE / 1 Dc8 + SBNS / 4 CAP

CLAW / 1 Dc4 + SBNS / 1 CAP

BITE / 1 D4 + SBNS / 2 CAP

The above figures relate to a Leshy that is of normal human height. When a Leshy uses it's ability for "GROWTH" the above factors will increase or decrease in accordance with the Leshy's height. To determine the Life Points, Strength, Attack types/Damage caused, CAP and CDF of the Leshy who is in a form taller than

human size it is necessary to consult "Giants" (q.v). All statistics will be as for a Giant of that size.

Leshy will have substantially reduced abilities when they are in smaller than human form. These reductions are as follows :-

HGT=Height

ST=STRENGTH

(HGT) LP's CAF CDF ST ATTACK/DAMAGE

1.10m	20	30	20	5	GORE / 1-3 CLAW / 1-2 BITE / 1-2
1m	15	25	15	4	GORE / 1-2 CLAW / 1 BITE / 1
60cm	10	20	10	3	GORE : 1 LP CLAW : 1 LP BITE : 1 LP
30cm	5	10	10	2	GORE : 1 LP

Strength modifiers, if applicable, will apply to all of the above mentioned damage. In every case, the footspeed of Leshy 1.10m tall or less will be as for a human of that same Agility.

LOCALES

The Leshy are Demi-demons known to inhabit vast tracts of forest in both the Taiga and in the south. They are extremely territorial beast's, preferring to guard their own rustic realm and rule firmly over their family. Any who pass through the lands of a Leshy will be required to give whatever the Leshy demands as a gift. All huntsmen and trappers find that dealing with the Leshy is an important part of the survival game and they will generally catch more furs than they planned to, so as to meet their toll payments to these creatures. Leshy are not truly evil creatures in nature, but more like a wild beast. They have their own land and they will defend it if necessary.

Many a child has been lost to these creatures, since they are unwise in the ways of dealing with them. Bands of warriors are often dispatched to try and track them down if they are known to be frequenting the outskirts of an inhabited area.

Leshy have been known to help people, although such persons will only be ones who have developed some kind

of mutual understanding with the beast in the first place.

WHEN ENCOUNTERED

When they are encountered by travelling humans, the Leshy will rarely if ever be seen, since they prefer initially to reduce their height to about 30 cm in order to conceal themselves more effectively. From a hidden vantage point, the Leshy will scan the trespassers for whatever goods they may be carrying and pick out what he deems to be the most valuable of the things that each person is carrying.

The Leshy will then shout out to the group of adventurers, telling them to stop and then will detail the exact objects that each person will be required to leave as a gift for him.

If the humans are not complying with his demands then he will immediately assume giant size so as to add a sense of urgency to what he asks. Any one failing to carry out the request of the Leshy will be set upon by it.

It is possible to form respected agreements of safe passage with these beasts and the Leshy will always honor them.

Usually such agreements will require people passing through his territory to leave their tithes at a pre-designated point, near a certain tree or rock for instance.

MOROZHKO



LIFE POINTS : Stamina x 12 + Strength

STRENGTH : 3 Dc6

STAMINA : 3 Dc6

AGILITY : 2 Dc6

CAF : 30 + SBNS

CDF : Look up the Morozhko's Agility vs B'10 and add 30

CAP : Agility + 5

FOOTSPEED : As per the Morozhko's Agility on the footspeed table.

ATTACK / DAMAGE / CAP COST

BITE / 1 Dc10 +10 +SBNS / 4 CAP

CLAW / 1 Dc6 +10 + SBNS / 2 CAP

FROST BREATH / 1 Dc20 +10 / 2 CAP

LOCALES

Morozhkos are 5-6 metre tall Frost Demons which migrate to Rus with the coming of the harsh winter, from their normal places of abode in both Siberia and the Arctic circle. They are covered in mangy white fur from head to toe which is iced up in places. They have blood red lips, reddened eyes and two large canine teeth which shoot up and over the Morozhkos top lip. Their claws are long and ivory white. They are not territorial like the Leshy and instead roam about with the climatic changes. They do so because a Morozhko requires a constant temperature of -1 at the warmest in order to stay alive. For their sustenance, the Morozhko requires freshly killed, but frozen meat. They love to kill reindeer, bears or humans for food and will freeze the slain thing with their touch so that they may easily crunch their way through the icy body.

Morozhkos are extremely lethal, possibly the most lethal creature in the game, primarily because they have the ability to use their frost breath against opponents, but also on account of their ability to cause creatures to freeze up.

The frosty breath of a Morozhko may strike an opponent up to twenty meters away and it has a width of about one meter. This reflected in the fact that they will cause an automatic 10 LP's damage to anyone struck by their claws or breath. Their jaws are extremely powerful and they will have little trouble chewing through armour. They will also deal out an automatic 10 LP's of damage when ever they manage to bite an opponent.

They are however highly susceptible to attacks with fire and it will cause double the amount of damage against them i.e 2 Dc6 per blow from a flaming reed torch. Banishment will cause damage to the Morozhko equal to the amount of Power Points expended during it's casting.

Cold type attacks will have no affect upon them. Additionally, the Morozhkos may be attacked by normal weapons.

WHEN ENCOUNTERED

Morozhkos usually have no desire to hide in the presence of prey and will always prefer to attack immediately. The Morozhko will always strike out first with it's frosty breath and if it has a relatively high Agility score it will prefer to keep at breath distance and attack only by means of the breath. If the prey appears to be ready to retreat it will immediately close in for the attack with breath, bite and claw attacks.

OGRES

LIFE POINTS : 90 + 2 Dc6

STRENGTH : 16

STAMINA : 2 Dc6

AGILITY : 2 Dc6

CAF : 40

CDF : Look up the Ogres Agility vs BS5 and add 20

CAP : Agility + 2

FOOTSPEED : As per the Ogres Agility on the footspeed table. Multiply all listed distances by three.

ATTACK / DAMAGE / CAP COST

BITE / 1 Dc6 +2 +SBNS / 4 CAP

CLAW / 1 Dc6 +SBNS / 2 CAP

SPEAR / 1 Dc10 + SBNS / 6 CAP

LOCALES

All Ogres are treated as Giants of 6.5m in height and as such will have an automatic *Strength* of 16. Ogres are also fearless fighters and they will prefer to wear a double leather corslet in most cases, together with a shield. Their clothing will usually be made from bolts of cloth captured from annihilated Merchant caravans and villages. The weapon usually employed by the Ogres is the spear, albeit quite a large one, which does 1-10 LP's damage in itself each time it impales an opponent.

Ogres have a dark tan colored skin and matted strands of hair which reach to beneath their shoulder blades. Their body will usually be covered in a thin layer of coarse, curly hair and their hands, feet, knees and elbows will appear extremely calloused and swollen.

Ogres are indigenous to the earth, but it is not known what biological processes were active to create such loathsome beings. Ogres may be found wandering almost anywhere in the lands of Rus and deep into Siberia. They are far more common in the Northern Taiga though and they spend much of their time searching for food such as reindeers, bears, herds of stock and humans. Any isolated human settlements will be at risk from groups of these beasts, since they have the opportunity of getting not only meat, cloth and grain, but treasure in the form of jewellery, rare spices and coinage.

Ogres prefer to make their homes in subterranean caves, or high up in the mountains. If in the forests, the Ogres will usually construct a temporary shelter by uprooting trees and lashing them together.

WHEN ENCOUNTERED

Ogres have no specific battle plans, but will attack any prey suitable for eating. This means that they will immediately enter into combat with the party once they are encountered.

OVINNIK

LIFE POINTS : Stamina + Strength

STRENGTH : 1 Dc6 +1

AGILITY : 1 Dc6 +1

STAMINA : 1 Dc6 +1

CAF : 10

CDF : Look up the Ovinnik's Agility vs BS1

CAP : As per the Ovinnik's Agility

FOOTSPEED : As per the Ovinnik's a Agility on the footspeed table. Halve all listed distances.

ATTACK / DAMAGE / CAP COST

BITE / 1-3 +SBNS / 4 CAP

CLAW / 1-2 +SBNS / 2 CAP

PARALYSIS /PASS MENTAL

DEFENSE ROLL VS

SORCERY OR BE PARALYZED

FOR 1-4 HOURS

Ovinnik are those dark hairy stunted beings that inhabit the barns, and grain stores. They have the ability to shape change to the form of a cat whensoever they wish. The Ovinnik is the unofficial care taker of stock or grain bins and has formed a pact with the owner of these localities in return for gifts. Any person attempting to steal from these areas will be subject to the paralysis attack of the Ovinnik, which simply requires the Ovinnik to look into the eyes of the thief. If the attack fails then the Ovinnik will immediately attack with all means at it's disposal. Ovinniks are only accepted in heathen villages, where they are looked upon as being a handy helper. In Chistian villages they will be banished.

Ovinniks have an undying loathing for white horses and will attack both them and their riders if an attempt is made to bring one into it's barn. The Ovinnik may be kept at bay by suspending a magpie upside down in front of it. Ovinniks may become invisible at will. In every barn inhabited by an Ovinnik there will always be a cache of 1 Dc6 gc, 2 Dc6 sc and 4 Dc6 bc.

POLEVIK

LIFE POINTS : Stamina x3 + Strength
 STRENGTH : 2 Dc6
 AGILITY : 2 Dc6
 STAMINA : 2 Dc6
 CAF : 30 + SBNS



CDF : Look up the Polevik's Agility vs BS4 and add

45.

CAP : Agility + 1

FOOTSPEED : As per the Polevik's Agility on the footspeed table

ATTACK / DAMAGE / CAP COST

BITE : 1 Dc6 + SBNS / 3 CAP

CLAW : 1-3 + SBNS / 2 CAP

LOCALES

Poleviks are Demi-demons, the progeny of a relationship between a Human and a Demon. Poleviks will appear as beings made of blackened soil and they will have grass or weeds growing from their head and body. They inhabit the cultivated fields of the farming countries and are not disposed towards wide roamings. Each Polevik controls a specific area of cultivated land and they jealously protect the wheat, rye or oats from crows, thieves and peasants who try to steal it's precious grains. Poleviks are tolerated by landowners for this reason and in heathen areas, a pact will usually be struck with them whereby the Polevik will be given a certain bounty of treasure in return for his help and control of his realm, the field. These bounties will also be relative to the expected crop yield at harvest time. Landowners must pay these tithes in order to be able to sow and reap upon his land and failing to do so will result in immediate crop failures. Workers who do not perform their duties on this land are liable to be strangled by the Polevik and similarly, all trespassers will be attacked. All farm workers must monthly give the Polevik a crowless cock as well as several eggs in return for safe passage and protection in the field. Anyone who pays these tithes to the Polevik is entitled to his protection whilst upon his land. If such a person is pursued or attacked by assailants on the Poleviks field, the Polevik will come to his servants aid.

WHEN ENCOUNTERED

The Polevik will prefer to attack any stranger who refuses to pay him a tithe of an old cock and some eggs in order to cross his field. He will always confront trespassers and put his demands to them.

If any person who pays tribute to the Polevik is being attacked by the characters on his field, they will be attacked immediately.



ROCKMOUTHS

LIFE POINTS : 29 + 1 Dc6
 STRENGTH : Not applicable
 AGILITY : 1 Dc6 +1
 STAMINA : Not applicable
 CAF : 30
 CDF : 80
 CAP : As per the Agility of the Rock Mouth
 FOOTSPPEED : Not applicable
 ATTACK / DAMAGE / CAP COST
 BITE / 1 Dc10 / 3 CAP

LOCALES

Rock Mouths are made by Volkhvy of an extremely high Power Grading with a type 5 Elemental earth spirit.

Rock Mouths may be found just about anywhere, although they will usually be situated in rocky ground. The creation of Rock Mouths covers a large area of ground and the creature is not embodied in one stone. Only one Rock Mouth will exist in a given area of ground, but it has the capability of jumping from rock to rock within that particular area. These will only appear as rock, but when stepped upon, a large mouth will appear and immediately grip ahold of a persons leg if a successful hit is rolled. Any creature so attacked will be slowly devoured at the rate of 1-10 LP's per Desyatka. It is only when a Rock Mouth has bitten a target and started eating that it may be hit, for until that time it does not have a body as such. Rock Mouths may only be harmed by maces, hammers or flails and they will do normal damage. All other weapons will harmlessly glance of its seemingly impenetrable silicon surface. Characters may only be freed from its deadly jaws when the Rock Mouth has been pulverized to 0 LP's. The Rock Mouth is only capable of transporting itself about within the zonal area that has been predetermined by the Volkhv that created it.

WHEN ENCOUNTERED

Rock Mouths will never be seen by characters when they are crossing through land inhabited by one of them. The Arbitrator should roll for which character will be attacked by the Rock mouth. If a character is bitten by it, then the Rock mouth will be embodied in the form of

the rock which was stepped upon. If the creature fails to hit, then it will disappear and the Arbitrator should roll for which character may be bitten on the following Desyatka. The Rock Ground will then materialize beneath the feet of that character and attempt to hit.

RUSALKA

LIFE POINTS : 20 + 1 D6 LP'S
 STRENGTH : 1 D6 + 4
 AGILITY : 2 D6
 STAMINA : 1 D6 + 4
 CAF : 20 + SBNS
 CDF : Look up the Rusalka's Agility vsBS1
 CAP : Equal to the Rusalka's Agility.
 SWIMSPPEED : As per the Rusalka's Agility on the footspeed table. Multiply all listed distances by 2.
 ATTACK / DAMAGE / CAP COST
 CLAW / 1-3 + SBNS / 2 CAP

If pressed, the Rusalkas will always attack using their claws. Rusalkas are the sad byproducts of drowned maidens, who have perished at some time in the past in a particular body of water.

Their visage is ghastly to all those who have seen it, and few have survived long enough to tell of such an ordeal in any case. Their skin is white, bloated and shockingly wrinkled, as though it has been immersed in water for a lengthy period of time. Their eyes glow a phosphorescent green and their hair is a tangled mess often referred to as resembling green weeds.

Almost without exception, the most haunting thing about the Rusalkas is their melodious singing. Their singing possesses a soothing tone which allures those who hear it into her murky domain. This power of "Fascination" will usually be directed against males with an Appeal of 10 or more in an attempt to make them their husband. Sadly, the Rusalkas do not understand that by drawing a potential suitor into the water, they are in fact killing them. Rusalkas long for the companionship of a male and *much the same* as what they would have wanted if they were alive and so they will continue trying to get a male that would be her husband. Any male that she decides to charm will find it extremely difficult to refuse her advances. Any young women, stray and errant children or people who seem to be enjoying themselves are particularly at risk from drowning, be-

cause it is largely through malice that she is trying to lure them to their deaths.

Their souls are said to be held within the trunks of trees which overhang the waters edge, and around sunset they may on the odd occasion be seen hanging from its boughs.

Since their drowning, the Rusalkas have led a damned and isolated life, and for this reason they have nurtured feelings of loneliness, jealousy and loathing towards those who are enjoying life's beauty near the site of her untimely death.

Only those bearing the herb Absinth or those who have been baptized in the Russian Orthodox faith are impervious to her charms.

WHEN ENCOUNTERED

When Rusalki catch sight of any person in the general area of the waters in which she drowned, she will begin her harmonic chanting which is sweeter than the loveliest balalaika music. Any person within earshot must roll their *Mental Strength* or less on a 1 Dc20. If they fail that roll, then they will be compelled to walk in a dazed trance toward the waters edge and begin to wade into the water. It is then that the player has the opportunity to roll another 1 Dc20 in an attempt to see through the deceptive illusion. This is done in exactly the same way as the previous roll and it is his last chance to escape death. The person will glare aimlessly down into the murky bottom, where the image of the Rusalka is visible as a voluptuous young female. If there have been several people charmed, the Rusalka will pick the male with the highest *Appeal* in preference to anyone else. At this point, the chosen victim will plunge aimlessly into the water and try to embrace the Rusalka. The person will immediately begin to take in water and will drown in an amount of minutes equal to their *Stamina*. During this drowning period the person is deemed to be held by the Rusalka as she swims ever downward toward the bottom. After the person has perished at her hand she will then disappear until the following day. The Rusalka may only hug one person, and so, as a result, all of the other people who have been beguiled until then, and who are standing knee deep in water will be freed of her sorceries at the moment of their friends death.

SHAPE CHANGERS

There are several important factors in the formulation of Shape changers when they are encountered. The first thing is to ascertain if they are characters with a Profession, or simply a normal person afflicted by the disease or Sorcery of shape changing. Roll a 1 Dc6. If the result is a 1 or 2, then the shape changer is a normal person. The Arbitrator should roll below to ascertain the type of Shape Changer that the character is and then look below to find the relevant statistics for such a Shape Changer.

On a roll of 3, 4, 5 or 6, the Shape Changer will have a Profession, so the Arbitrator should go to the Random Character Generation section to generate all the capabilities of the character, then go to the non-human character section and roll for the type of shape changer that the character is. The Arbitrator should then modify the character's abilities in animal form according to the details outlined in the non-human character section.

For additional information concerning the shape changers it is possible to go to the non-human section. Details of their mentality and chances for effecting a voluntary transformation are listed there also.

SHAPE CHANGER TYPE

01-30	WEREWOLF
31-39	WERELYNX
40-42	WEREBOAR
3-50	WEREOWL
51-60	WEREFALCON
61-71	WEREHAWK
72-82	WERERAVEN
83-89	WEREBADGER
90-95	WEREHORSE
96-00	WERBEAR

WEREWOLF

LIFE POINTS : Stamina x2 + Strength

STRENGTH : 1 Dc6 +5

AGILITY : 1 Dc6 +6

STAMINA : 1 Dc6 +6

CAF : 20 +SBNS

CDF : Look up the Werewolf's Agility vs BS3

CAP : Equal to the Werewolf's Agility +2

FOOTSPEED : As per the Werewolf's Agility on the footspeed table

ATTACK / DAMAGE / CAP COST

BITE / 1Dc6 +2 +SBNS / 4 CAP

CLAW / 1-3 +SBNS / 2 CAP

A Werewolf will have the behavior of a famished wolf and will usually attack for food. Werewolves in human



form will usually prefer to eat undercooked meat. A sure sign of an impending transformation in such a person will be the eating of raw flesh and offal, as well as impulsive snarling. Such a person will walk about on all fours just preceding a transformation. The Werewolf is humanoid in shape and may run on either two or four legs. A Werewolf in animal form will have tail and it's body will begin to be rapidly covered in coarse wolve's fur. The beast will sprout lengthy talons and long sharp fangs.

WERELYNX

LIFE POINTS : Stamina x2 + Strength

STRENGTH : 1 Dc6 +6

AGILITY : 1 Dc6 +6

STAMINA : 1 Dc6 +6

CAF : 20 +SBNS

CDF : Look up the Werelynx's Agility vs BS3

CAP : Equal to the Werelynx's Agility +2

FOOTSPEED : As per the Werelynx's Agility on the footspeed table

ATTACK / DAMAGE / CAP COST

BITE / 1Dc6 +1 +SBNS / 4 CAP

CLAW / 1-3 +SBNS / 2 CAP

A Werelynx shape changer in animal form will usually prefer to sit waiting in trees or on top of houses, in

readiness to jump down upon an unsuspecting victim. Werelynx Shape Changers will exhibit behavior such as climbing and im promptu growls. Like the Werewolf, the Werelynx will grow large amounts of superfluous body hair. The tail and ear tips of the Werelynx will be especially hairy. The beast will appear similar in most other respects to a Werewolf, although it's fur will be of a semi-spotted appearance.

WEREBOAR

LIFE POINTS : Stamina + Strength

STRENGTH : 1 Dc6 +6

AGILITY : 1 Dc6 +4

STAMINA : 1 Dc6 +4

CAF : 10

CDF : Look up the Wereboar's Agility vs BS1

CAP : Equal to the Wereboar's Agility

FOOTSPEED : Equal to the Wereboar's Agility on the footspeed table

ATTACK / DAMAGE / CAP COST

BITE / 1 Dc6 +SBNS / 4 CAP

A Wereboar in animal form is an extremely stubborn opponent and will attack incessantly until the victim is slain.

In human form, the Shape Changer will be given to uncontrollable grunting and squealing, scratch about in the ground with his nose and feel an uncontrollable urge to eat food scraps or other unsavory refuse. When in animal form the Shape Changer will grow a long pinkish snout, thick black bristles all over it's body, but more particularly along it's spine and two lengthy tusks will shoot up from it's lower jaw.

WEREOWL

LIFE POINTS : Stamina + Strength

STRENGTH : 1 Dc6 +4

AGILITY : 1 Dc6 +6

STAMINA : 1 Dc6 +4

CAF : 10

CDF : Look up the Wereowl's Agility vs BS1

CAP : Equal to the Wereowl's Agility

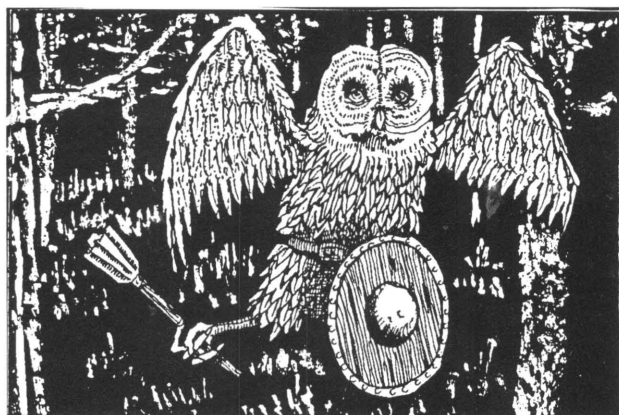
FOOTSPEED : As per the Wereowl's Agility on the footspeed table. Halve all listed distances.

FLIGHT SPEED : As per the the Wereowl's Agility on the footspeed table. Multiply all listed distances by 2.

ATTACK / DAMAGE / CAP COST

BITE / 1 Dc6 +SBNS / 4 CAP

CLAW / 1 -3 +SBNS / 2 CAP



Further information concerning the Wereowl is contained in the non-human character section.

WEREFALCON

LIFE POINTS : Stamina + Strength

STRENGTH : 1 Dc6+4

AGILITY : 1 Dc6+6

STAMINA : 1 Dc6 +4

CAF : 10 +SBNS

CDF : Look up the Werefalcon's Agility vs BS1

CAP : Equal to the Agility of the Werefalcon

FOOTSPEED : As per the Agility of the Werefalcon on the footspeed table. Halve all listed distances.

FLIGHTSPEED : As per the Werefalcon's Agility on the footspeed table. Multiply all listed distances by three.

ATTACK / DAMAGE / CAP COST

BITE / 1 Dc6 +SBNS / 4 CAP

CLAW / 1-3 +SBNS / 2 CAP

The Werefalcon will usually fly up into some lofty tree tops shortly after it's transformation into animal form has occurred. In human form, these Shape Changers will exhibit a penchant for young lambs and mice. Often such a person will be caught eating these things without having cooked or even skinned them. These people will sometimes be heard to emit some high pitched screeches and squawks. In animal form, the Werefalcon

will seem like a cross between a human and a falcon. The arms of the person will mutate into wings and the legs will begin to change into long chitinous claws and falcon's legs. The person will be covered in feathers.

WEREHAWK

LIFE POINTS : Stamina + Strength

STRENGTH : 1 Dc6 +5

AGILITY : 1 Dc6 +6

STAMINA : 1 Dc6 +4

CAF : 10 +SBNS

CDF : Look up the Werehawk's Agility vs BS1

CAP : Equal to the Werehawk's Agility

FOOTSPEED : As per the Werehawk's Agility on the footspeed table. Halve all listed distances.

FLIGHT SPEED : As per the Werehawk's Agility on the footspeed table. Multiply all listed distances by 3.

ATTACK / DAMAGE / CAP COST

BITE / 1 Dc6 +SBNS / 4 CAP

CLAW / 1-3 +SBNS / 2 CAP

Werehawks will act and transform in much the same way as does a Werefalcon

WERERAVEN



LIFE POINTS : Stamina + Strength

STRENGTH : 1 Dc6 +4

AGILITY : 1 Dc6 +5

STAMINA : 1 Dc6 +4

CAF : 10 +SBNS

CDF : Look up the Wereraven's Agility vs BS1

CAP : Equal to the Wereraven's Agillity

FOOTSPEED : As per the Wereraven's Agility on the footspeed table. Halve all listed distances.

FLIGHTSPEED : As per the Wereraven's Agility on the footspeed table. Multiply all listed distances by two.

ATTACK / DAMAGE / CAP COST

BITE / 1 Dc6 +2 +SBNS / 4 CAP

CLAW / 1-3 +2 +SBNS / 2 CAP

Wereravens will stay in trees, preferring to swoop down and steal fine looking objects from victims, particularly weapons or cloaks. Before transformation, these types of Shape Changers will be known to steal and bury shiny things such as coins or things as seemingly innocuous as unraveled thread or straw. These Shape Changers are one of the easiest to pick out when in human form, since they are known to be perpetually followed by a raven. Shortly before the persons transition into a Wereraven, there will be an unnatural increase in the number of ravens in the vicinity of the persons place of abode. Wereravens will appear as a humanoid bird with solid black feathers covering their body.

The arms will change into wings and the persons legs will change into those of a raven.

WEREBADGER

LIFE POINTS : Stamina x2 +Strength

STRENGTH : 1 Dc6 +6

AGILITY : 1 Dc6 +6

STAMINA : 1 Dc6 +4

CAF : 20 SBNS

CDF : Look up the Werebadgers Agility vs BS1

CAP : Equal to the Werebadger's Agility +2

FOOTSPEED : As per the Werbadger's Agility on the footspeed table

ATTACK / DAMAGE / CAP COST

BITE / 1 Dc6 +2 +SBNS / 4 CAP

CLAW / 1-3 +1 +SBNS / 2 CAP

A Werebadger will usually dig a camouflaged hole along commonly used forest trails, ready for the unwary passers-by. In human form, Werebadgers will often root about in the soil, digging holes for no apparent reason. They will begin to grow black and white fur and an

extended snout will protrude from his or her face. The persons rear legs will become stumpier and their hands and feet will grow lengthy claws.

WEREHORSE

LIFE POINTS : Stamina x2 + Strength

STRENGTH : 1 Dc6 +7

AGILITY : 1 Dc6 +6

STAMINA : 1 Dc6 +4

CAF : 20 +SBNS

CDF : Look up the Werehorse's Agility vs BS1

CAP : Equal to the Werehorse's Agility +2

FOOTSPEED : As per the Werehorses Agility on the footspeed table. Multiply all listed distances by three.

ATTACK / DAMAGE / CAP COST

BITE / 1 Dc6 +3 +SBNS / 4 CAP

HOOF / 1 Dc6 +SBNS / 2 CAP

Werehorses will attack anyone on horseback, seeking to free their brethren from human bondage. Preceding a transformation, the Werehorse shape changer in human form will be heard neighing, seen chewing grass or grain or bucking his or her back legs in the air. In animal form, the Werehorse will appear in many different colours, similar to those of various types of horses.

WEREBEAR

LIFE POINTS : Stamina x4 + Strength

STRENGTH : 1 Dc6 +8

AGILITY : 1 Dc6 +4

STAMINA : 1 Dc6 +4

CAF : 30 +SBNS

CDF : Look up the Werebear's Agility vs BS3

CAP : Equal to the Werebear's Agility +2

FOOTSPEED : As per the Werebear's Agility on the footspeed table.

ATTACK / DAMAGE / CAP COST

BITE / 1 Dc6 +5 +SBNS / 4 CAP

CLAW / 1-3 +3 +SBNS / 3 CAP

Werebears will attack anything that is within visual distance, largely due to their territorial instincts.

Apart from a love of honey, there are no specific signs that will indicate an impending shape transformation. The Werebear in animal form will appear as a bulky human sized bear. The person undergoing the early

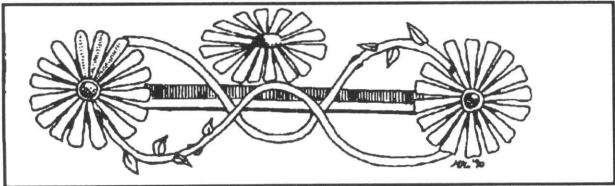
stages of shape changing will begin to grow a snout, a very thick coating of brown fur, enhanced musculature, big prehensile paws and long thick claws.

SKELETON

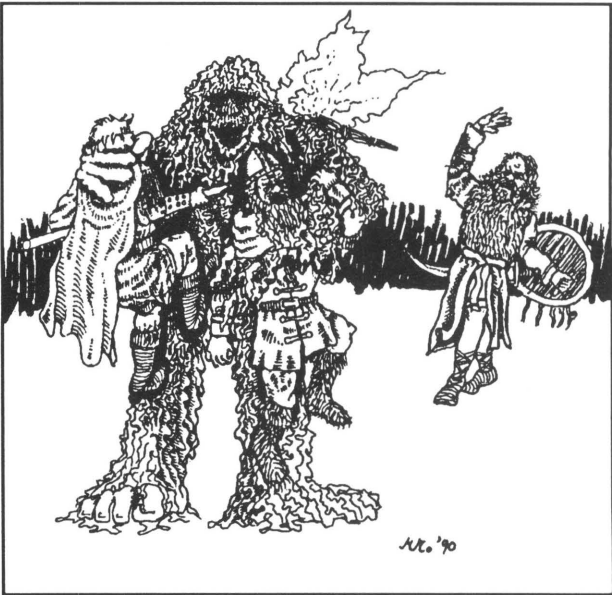
LIFE POINTS : Stamina + Strength
STRENGTH : 1 Dc6 +1
AGILITY : 1 Dc6 +4
STAMINA : 1 Dc6 +4
CAF : 10 +SBNS
CDF : As per the Skeleton's Agility vs BS1
CAP : Equal to the Skeleton's Agility
FOOTSPEED : As per the Skeleton's Agility on the footspeed table.
ATTACK / DAMAGE / CAP COST
ACCORDING TO THE WEAPON USED.
Skeletons are the handiwork of twisted Sorcerers who possess the ability to draw them from their graves to do his or her bidding. The Skeletons will have no fear of opponents whatsoever and will attack continually when encountered until they are eventually destroyed.

SMOLNIK

LIFE POINTS : Stamina x8 + Strength
STRENGTH : 1 Dc6 +10
AGILITY : 1 Dc6 + 4
STAMINA : 1 Dc6 +4
CAF : 60 +SBNS
CDF : Look up the Smolnik's Agility vs B'10
CAP : Agility +3
FOOTSPEED : As per the Smolnik's Agility on the footspeed table
ATTACK / DAMAGE / CAP COST
PUNCH / 1 Dc12 +SBNS / 3 CAP
HUG / 2 Dc10 +5 +SBNS / 5 CAP
HUG : A hug may only be executed if a successful blow has been struck upon an opponent by the Smolnik. The hug will automatically come into effect if the Smolnik has enough remaining CAP, otherwise it will be done the following Desyatka.



SPECIAL NOTES



These beasts are not affected by weapon blows of any kind. Then any weapon hits a Smolnik, it will be stuck to the tarry adhesive body of the beast. Thus all strength bonuses are negated. There are only three suitable attacks against a Smolnik:

- [1] Fire,
- [2] Cold,
- [3] Banishment and each is examined as follows:

SUITABLE FIRE BASED ATTACKS

A FLAMING ARROW - If a flaming arrow is fired into a Smolnik, there is a 50% chance of it being extinguished as its fiery tip is embedded into semi viscous flesh of the tar beast, thus smothering the flame.
If it is not extinguished, damage will be 2 Life Points immediately and there after, it will cause damage each desyatka as follows, due to the spreading action of the fire.

DESYATKA'S	1	2	3	4	5	6	7	8
AFTER BEING								
HIT INITIALLY								
DAMAGE DONE	4	6	8	10	12	14	16	18
ON THAT								
DESYATKA								

A FLAMING TORCH OR PIECE OF TIMBER

-

If a flaming torch is thrown at a Smolnik and successfully hits, then it will remain stuck to the outer body of the creature. It will do 1 Dc6 damage in life points immediately and, on each desyatka thereafter, it will cause the following listed amounts of damage.

DAMAGE PER 1 2 3 4 5 6 7 8

DESYATKA

AFTER BEING

HIT

DAMAGE DONE 6 10 14 18 22 26 30 34

ON THAT

DESYATKA

ABURNING CLOAK - If a burning cloak is successfully thrown over the black, glistening body of a Smolnik, it will immediately inflict 1-10 life points damage upon it, resulting from the blanket shaped burning affect caused by such a cloak and it will do damage as follows on each subsequent desyatka.

DAMAGE PER 1 2 3 4 5 6 7 8

DESYATKA

AFTER BEING

HIT

DAMAGE DONE 15 25 35 45 55 65 75 85

ON THAT

DESYATKA

When a Smol'nik has been reduced to 0 Life Points by flame damage, it will collapse into a puddle of gooey ash and slowly smoldering embers.

[2] Any cold based attack will have the affect of slashing both the Smolniks CAP tally and its foot speed in half. This is ostensibly because the cold has a tendency to thicken and solidify its otherwise viscous body.

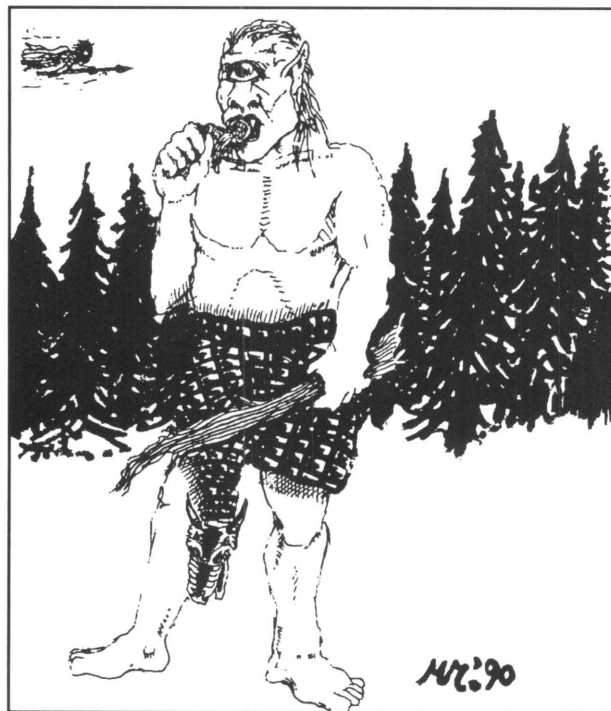
[3] Banishment, if employed against a Smolnik, will need to be of a Power Point strength equal to or greater than the Life Point value of the creature if the being is to be banished. If a successful banishment is carried out against a Smolnik, the thing will immediately dissolve into a nebulous mass of sticky tar.

If the Banishment is of a Power Point strength which is less than the Life Point value of the Smolnik, then this will be the amount of damage that the creature will sustain.

TREE NYMPH

Tree Nymphs possess all the physical attributes and attack abilities of a Rusalka. Unlike the Rusalka, however, they appear as extremely beautiful young girls who have met their fate at the hands of Brigands or Leshy out in the woods somewhere. The souls of these poor hapless young maidens is usually contained in the trunk of the tree beneath which they were dumped or buried. These young girls are extremely lonely and long for the company of a handsome man. In this respect they are the same as the Rusalka and they will use their ability for the Sorcery of *Fascination* (q.v) to lure such males to her tree. Any male so charmed will be taken into the trunk of the prior mentioned tree through a door which is controlled by the Tree Nymph. Once taken inside the tree, the character will be lost forever. Until that time other characters have the opportunity to try and slay the Tree Nymph in order to save their comrade.

TROLLBEASTS



LIFE POINTS : Stamina x 8 + Strength

STRENGTH : 1 Dc6 +10

STAMINA : 3 Dc6

AGILITY : 1 Dc6

CAF : 80

CDF : Look up the Trollbeasts Agility vs BS9 and add 10

CAP : Agility +4

FOOTSPEED : As per the Trollbeast's Agility on the footspeed table. Multiply all distances by 3.

ATTACK / DAMAGE / CAP COST

BITE / 1 Dc10 +6 +SBNS / 4 CAP

CLAW / 1 Dc6 +4 +SBNS / 2 CAP

TREE BOUGH / 1 Dc10 +10 +SBNS / 8 CAP

ROCK / 1 Dc10 +5 +SBNS / 5 CAP

LOCALES

Trollbeasts are a type of Giant that have their origins in the Netherworlds only. The summonings of mighty wizards has seen a massive influx of these beasts to the earth and they may be found in the Carpathians, the Caucasus and the Ural mountains, as well as the most northern reaches of Rus and the land of the Finns. The Trollbeast is like a Giant behaviorally and will take part in similar activities. However, Trollbeasts do differ from Giants physically. Firstly, all Trollbeasts are about 15 meters in height and possess only one bloodshot eye, which is centrally located around the middle of their brow. Trollbeasts have a sickening olive-yellow skin colour and filthy clumps of greasy hair.

Like Ogres, they will prefer to make their home in the mountains, but if in the forests they will soon make some protection for themselves from uprooted trees and saplings.

WHEN ENCOUNTERED

Trollbeasts will attack without fear any human that they can see. All people or horses slain by a Trollbeast will be eaten by it.

VAMPIRE

LIFE POINTS : Stamina x6 + Strength

STRENGTH : 16

STAMINA : 2 Dc6

AGILITY : 2 Dc6 +4

CA.F : 50

CDF : Look up the Vampire's Agility vs B'10

CAP : Equal to the Vampire's Agility +5

FOOTSPEED : As per the Vampire's Agility on the footspeed table.

FLIGHTSPEED : As per the Vampire's Agility on the footspeed table. Multiply all listed figures by two.

ATTACK / DAMAGE / CAP COST

BITE / 1 Dc10 +SBNS / 4 CAP

CLAW / 1 Dc6 +SBNS / 2 CAP

GRAB / 1-3 +2 +SBNS / 4 CAP

LOCALES



Beings bitten by a Vampire, unless saved by various means, will become a Vampire soon afterwards. Vampires require the sustenance of blood, preferably human, but they will also bite and maybe drain oxen if need be. They have a pallid appearance, a thoroughly anaemic visage. Their strength is legendary and in every case, a Vampire will have 16 *Strength*.

WHEN ENCOUNTERED

Once a Vampire gains a first strike on an opponent, it is assumed to have grabbed his prey strongly in both hands, doing 1 - 4 Life Points damage. If the neck, groin or wrist of his quarry is unexposed, he will rip away any obstructions, including furs, mail or helm in the following *Desyatka*. In the next successive *Desyatka*, he will bite the exposed area with his large ivory fangs.

This first bite will cause 1 - 10 Life Points damage and the loss of 1 *Strength* point. The Vampire will cause 1 -

10 Life Points damage and said strength loss per Desyatka that he remains latched on to the victims flesh.

If bystanders wish to, they may attempt to drag the Vampire off, but only if their combined strength exceeds 16. Once a character is drained of all life points, he is assumed to have been killed and will become a Vampire after burial.

To prevent such interruptions, a Vampire usually prefers to attack solitary victims at night and when they are asleep.

For victims who are aware of his presence, he will attempt to charm them by means of *Fascination* at the 13th Power Grading, with the exception that no fumigations or the rose petal and musk potion are required, simply his gaze.

The Vampire may shape change into a small bat and fly away if it looks as though they will be slain.

Heathen characters have a chance of keeping them at bay if they hold a live snake before themselves.

Christians will keep a Vampire at bay by presenting the crucifix and keeping it between himself and the Vampire

A Vampire may only ever be truly slain when a stake made of aspen wood is driven through it's heart as it lies sleeping in it's burial place.



VODYANOY:

LIFE POINTS : NEW MOON : 30 + 1 Dc6
 1st QUARTER : 45 + 1 Dc10
 LAST QUARTER : 45 + 1 Dc10
 FULL MOON : 60 + 1 Dc20

STRENGTH : 1 Dc6 +4

AGILITY : 1 Dc6 +4

STAMINA : 1 Dc6 +4

CAF : 50

CDF : Look up the Vodyanoy's Agility vs B'10

CAP : Agility + 1 Dc6

FOOTSPPEED : As per the Vodyanoy's Agility on the footspeed table.

SWIMSPEED : As per the Vodyanoy's Agility on the footspeed table. Multiply all listed distances by 2.]

ATTACK / DAMAGE / CAP COST

GORE / 1 Dc6 +SBNS / 4 CAP

CLAW / 1 -3 +SBNS / 2 CAP

BITE / 1 Dc6 +SBNS / 3 CAP

TAIL / 1-3 +2 +SBNS / 3 CAP

If the tail manages to strike an opponent, then it is considered to have wrapped around the persons neck. If the opponent does not manage to break the Vodyanoy's tail grip as per that weaponless combat table, then the Vodyanoy will have little difficulty dragging the character into its deadly watery abode. If the Vodyanoy succeeds in doing so, then the person should be considered lost forever, since he or she has been taken to the Vodyanoy's gold bedecked palace in Hell's upper regions. Only in RUS the advanced version will players have access to the necessary sorceries to retrieve such a lost person from the Netherworlds.

FOOTSPPEED AND CAP : NEW MOON : 1/4

1st QUARTER : 1/2

LAST QUARTER : 1/2

FULL MOON : NORMAL

Vodyanoy's are Demi-Demons, the product of the union between a Demon of some form or other and a female human.

This being the case, there are a number of physical forms that the Vodyanoy may take when they are encountered. The usual appearance of the Vodyanoy is that of a dark hairy beast with long horns, a tail, ghastly paws and huge big toes, as well as a faintly humanoid type face with eyes that glow with the incandescence of burning coals. Furthermore, the Vodyanoy have the ability to "*Shape Change*"* and when they are seen it is possible that they may be in shapes as diverse as a frog, a fly, a fish or water plant.

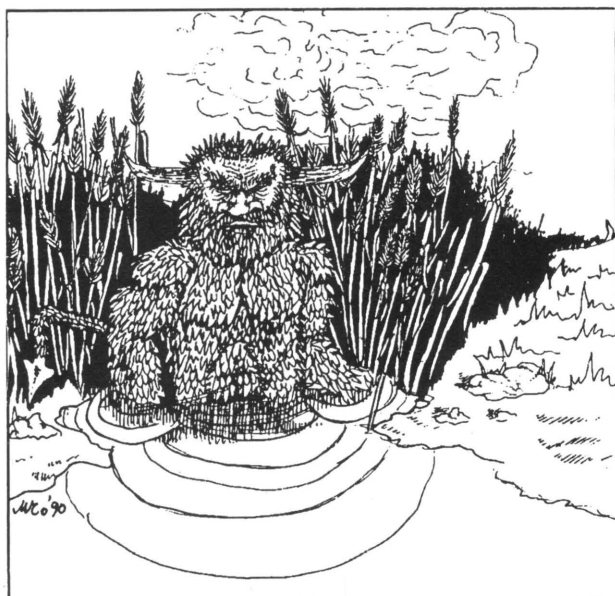
One important feature of the Vodyanoy is that it is believed to grow older and younger with the phases of the moon and this is duly reflected in the fluctuations of the Vodyanoy's *Strength*, *Agility*, *Stamina* and Life Points as the moon changes.

The Vodyanoy must eat and kill live meat for their sustenance, and it must be mentioned that they will

rarely if ever devour their prey in the water. Instead they take it back to their palace to be consumed.

LAIRS:

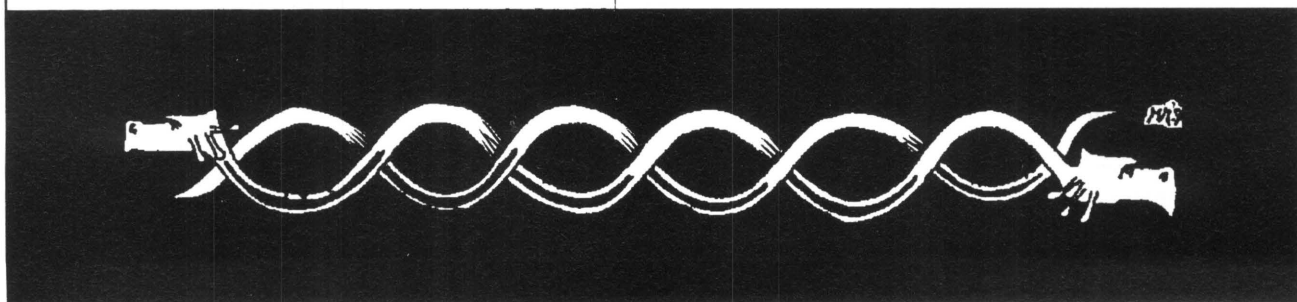
Vodyanoy inhabit specific bodies of water, primarily ponds, creeks, waterfalls, slow moving rivers, irrigation ditches, canals or water wheels. This is merely an outlying part of their own personal kingdom, a dining room if you like. As mentioned, their prime living quarters lies in the upper areas of Hell, and they venture forth upon the Earth shortly after dusk and whenever people or creatures dare to bathe, sail, drink or swim within his waters. Only those who pay tribute to the resident Vodyanoy in the form of gold and other precious gifts may approach his watery domain, and it is with these valuables that he encrusts his palace. There are no visible indications that a particular water body is home to a Vodyanoy, except that there is a 1 in 20 chance that it may have indeed left some faintly visible tracks or drag marks amongst the tracks of those who have dared to venture too close to the waters banks.



WHEN ENCOUNTERED

When a band of adventurers, deer, cattle, sheep or any type of large animal approaches a body of water that is known to be the home of a Vodyanoy, there is reason for much caution, and more especially so during the phase of the full moon. Vodyanoy are never surprised by humans, ostensibly because humans have extremely dulled olfactory senses and their eyesight is not discerning enough to pick out a Vodyanoy in its various forms. Only dogs and cats have the ability to sense their presence, and they will exhibit extremely wild and unusual behavior in such instances. All other creatures besides humans have about a 50% chance of feeling their unwholesome vibrations, and will unquestioningly shun those waters.

Vodyanoy will choose to attack anybody wading in his waters, and will take great pleasure in upturning the boat of foolhardy fishermen. It will prefer to grab one person in its unsightly arms and another with its tail, but if only one target is possible then that will suffice. In the event that people continue to frequent this watered area after one of their comrades has been taken, then it will return about thirty minutes later, and resume attacking the remainder of the group. A Vodyanoy may only be truly killed out of the water, since it will return to its palace after having been severely wounded. Vodyanoy will never willingly cross the water's banks to attack for more than a few moments (5 Desyatkas). Vodyanoy will always attack at the most advantageous time, and will refrain from attacking immediately, often lulling the unsuspecting trespassers into a false sense of security.



MAGICKED OBJECTS

01-20	Rings
21-22	Wands
23-43	Swords
44-64	Daggers and Arrows
65-72	Potions, ointments and salves
73-83	Armor
84-90	Talismans
91-96	Wards
97-00	Magicked objects

RINGS

01-20	Ring of swift action
21-23	Ring of serpent banishment
24-26	Ring of serpent conjuring
26-46	Ring of the unseen
47-67	Ring of flight
68-71	Ring of spirit conjuration
72-75	Ring of spirit banishment
76-00	Ring of light

WAND

01-00	Wand of beastly conjuration
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SWORDS

01-04	Giant feller
05-08	Sword of the swift hand
09-12	Raven sword
13-15	Sword of weariness
16-18	Dazzling blade
19-21	Rust blade
22-24	Sword of serpent slaying
25-27	Bloodletter
28-58	Lesser fighting sword
59-85	Sword of penetrating steel
86-96	Fighting sword of might
97-00	Heat blade

ARROWS AND DAGGERS

01-28	Arrow of seeking
29-49	Arrow of distance
50-53	Arrow of serpent lust
54-84	Arrow of penetrating might
85-88	Dagger of chilling steel
89-92	Winged dagger
93-96	Piercer

97-00	Thirsty blade
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POTIONS, OINTMENTS AND SALVES

01-40	Weapon salve
41-60	Flying ointment
61-80	Speed ointment
81-87	Sleep potion
88-92	Love potion
93-00	Potion of aging

ARMOR

01-09	Mail sleeves of fighting fury
10-29	Corslet of bodily protection
30-41	Gauntlets of firm grip
42-45	Helm of tongues
46-49	Fire guard
50-60	Shield of greater protection
61-91	Shield of lesser protection
92-96	Throwing shield
97-00	Aerial shield

TALISMANS

01-10	Talisman of the Sun
11-21	Talisman of the Moon
22-33	Talisman of Mars
34-44	Talisman of Mercury
45-58	Talisman of Jupiter
59-69	Talisman of Venus
70-79	Talisman of Saturn
80-84	Talisman of Friendly Charms
85-88	Talisman of Luck
89-92	Talisman of Visions
93-96	Talisman of World Vision
97-00	Talisman of Dragon Tongues

WARDS

01-09	Demon Ward
10-20	Spirit Ward
21-39	Steel Ward
40-59	Theft Ward
60-78	Ward against Unseen Enemies
79-89	Fire Ward
90-00	Cold Ward

MAGICKED OBJECTS

01-10	Hide of Shape Changing
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11-20	Shirt of the Giants
21-30	Fox boots
31-40	Ear of Distant Sounds
41-50	Rope of Firm Binding
51-60	Cloak of Bodily Warmth
61-69	Torque of Strangling
70-75	Saddle of Breaking
76-85	Horn of Bounty
86-92	Boots of Surefootedness
93-00	Horseshoes of the Swift Gallop

*Please note that characters are not capable of creating magicked objects in this version of RUStm. The descriptions given below will be a helpful guide for the Arbitrator when describing such objects to the players, and they will be extremely important details in the next version of RUStm, when the character performed fabrication of such items is entirely possible.

Christian characters should technically not make use of magicked objects and Svyashchenniks never will. If baptized characters make use of these items, they will always be treated as unaspected due to the disapproval of God concerning their use of these tools of evil. Other specially blessed swords and items that have been specifically created for use by Christian characters are rare indeed. These weapons will take on a legendary status and will generally be made from parts of Holy Relics owned by Saints during their lifetime.

The Spirit and Demon Wards have some blessed Holy items for use by Christian characters amongst their number. These items will never ever be effective in the hands of heathen folk. When using the wards that have been specifically designed for Christians, the Svyashchennik will always use the most favourable of the user options, whilst the average Christian will be treated as an unaspected user. Any baptized character who is played in accordance with the message of Christ's teachings will be treated as one lower than the Svyashchennik. Such a character must display, kindness, compassion, charity and selflessness on a daily basis.

THE NUMBER OF ITEMS THAT MAY BE USED AT ONCE.

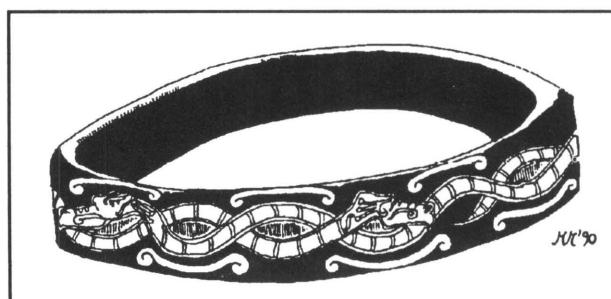
Any number of items may be used simultaneously by the owner of such magicked objects, but the main proviso is that only items governed by the same planet

may be employed at the same time. For example, A Fighting Sword of Might may be used at the same time as a Talisman of Mars. If the character wanted to use a Talisman of Friendly Charms however he would not be able to use his magical Talisman of Mars or enchanted sword, since such a Talisman of Friendly Charms is governed by Venus and their combined use would be incompatible. To use that Talisman the character would have to sheathe the sword and remove the armor.

Some items have multiple governing planetary influences. Whenever this is the case, this shall be deemed the main determining magicked object. The player may only employ other items which are governed by the celestial bodies which match with one or more of the constituent celestial bodies of the main determining object. For example, the Mail Sleeves of Fighting Fury would allow the wearer to use other magicked object governed by Mars or Mercury without having to cease using a single item.

Mail Sleeves of fighting fury (Mars or Mercury)		
Talisman of Mercury (Yes) (Mercury)	Aerial shield (Mars/Jupiter) (Yes)	Talisman of Venus (No) (Venus) (To use this item the character must stop using all of the others)
Ring of Swift Action (Yes) (Mercury)	Flying ointment (Jupiter) (Yes)	

RINGS



Generally speaking, all rings are fabricated from ingredients homeopathically related not only to the abilities that they are supposed to invoke, but to the Celestial Body that is required to be used.

RING OF SWIFT ACTION.

MERCURY FORTUNATE.

This ring is made of silver which has been cast in a mold of frankincense impregnated clay. It will have been soaked in mercury during the cooling process, straight after it has been removed from its casting mold. Besides the above description, the ring may vary in its individual design, dimension or embellishments and as a result it may be difficult to recognize it immediately as a Ring of Swift action.

When this ring is worn, it will impart great swiftness of action upon the wearer. The wearer must automatically double his Combat Action Point (CAP) tally and this will allow the wearer to perform twice as many actions per Desyatka than would otherwise be the case.

Any character with Mercury on their ascendant at birth will be able to triple his or her CAP tally, since his natal aspect effectively increases the inherent power of the ring.

RING OF SERPENT BANISHMENT

SUN AND MOON FORTUNATE

This ring will usually be made of an electrum alloy which has been cast in a frankincense impregnated clay mold. At this point, the ring will be dipped in molten silver and allowed to cool. The Koldun craftsmen who created the item will then etch the image of a fleeing serpent along the length of the ring band. The etching will be clearly highlighted due to the contrast between the silver surface coating and the electrum base metal. The ring will have been wrapped in myrtle and bay leaves and secured down by a chunk of ambergris. With the passage of twelve days, the ring will be removed, heated and cooled off in the blood of an adult Dragon. Furthermore, the ring should be fumigated by the pungent smoke of smoldering Dragon scales. Then, and only then will it be ready for use. The actual abilities bestowed upon the wearer vary a great deal. The average wearer will have the ability to banish any worm or wingling, the infant offspring of the many types of

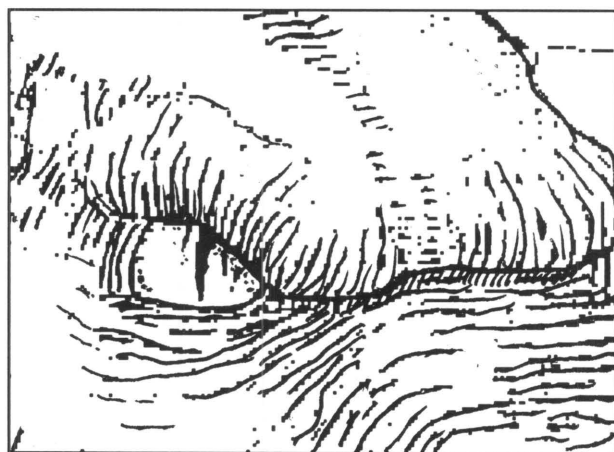
Dragons. Such a user may banish 1-6 such beasts (1 Dc6).

A wearer who had either the Sun or the Moon on his or her natal ascendant will have the ability to banish one adult Dragon of whatever species.

The wearer who had both the Sun and the Moon on his or her natal ascendant will be capable of banishing 1-6 adult Dragons, simply by telling them to be gone.

RING OF SERPENT CONJURING

SATURN FORTUNATE



Lead is melted over a fire of pepperwort roots and cuttlefish breast and cast in a mold which has been made from clay mixed with the ashes of burnt frankincense roots. The ring is then inscribed with the names or sigils of specific Dragons. The ring is then fumigated with sulphur.

The ring is capable of conjuring only a certain number of adult Dragons, all of which are mystically named upon the ring, but their individual offspring will be responsive to the conjuration invoked by this ring also. Other extremely complex spells and conjurations are required in the completion of this ring's fabrication, but they are not contained in this version of the game.

The ring is designed to invoke a possible 1-3 adult Dragons. Roll for the number of adult Dragons (on a 1 D6) that may be conjured by this ring. Having determined how many adults are under the influence of the ring it will then be necessary to roll for their breeds, each in turn. This should be done in the Beast's section of this book. If the adult Dragons possessed by the power of the ring are ever slain, then it will never again be possible

to call upon them again, although, fortunately, there will be a seemingly endless number of their progeny that will be bound to the ring.

The normal wearer will be capable of conjuring only the offspring of one of the adult Dragons. All summoned dragon offspring must be of the one type. The Arbitrator should randomly determine the breeding of the worms or winglings and then roll a 1 Dc10. This is the number *that will appear* when the power of the ring is called upon.

The normal wearer has a base 20% chance of controlling the Dragon spawn that appear as a result of the conjuration and this base figure is improved by 5% for every Power Grading of the Koldun. Please note that any other character Profession may attempt to use the ring, but they will never be able to raise themselves above the base 20% control roll.

A controlled infant Dragon will do whatever is demanded of it by the ring bearer and those that are not controlled must have their attitude toward the summoner individually diced for by means of a Demeanor Roll. If hostility is indicated in the behavior of any of these infant Dragons, then it will attack the caster and his group without question. Those worms or winglings that are indifferent will sit on the sidelines and do as they please. If attacked, the indifferent young ones will immediately join the foray against the summoner. Any young dragons that have been successfully controlled will come to the defense of the caster in such an event. The ring wearer may attempt to regain control of any rogue Dragon offspring every two Desyatka's.

The wearer who had Saturn auspiciously aspected on their ascendant at birth will have greater ability in the use of such a ring.

Such a wearer is capable of conjuring up either adult Dragons or their offspring. Roll a 1Dc6. If 1-3 is rolled, then 1-10 Dragon offspring will appear when invoked. On a roll of 4-6, one adult Dragon will appear. The type of Dragon or Dragon spawn that are invoked should be diced for in the manner outlined above.

The auspiciously aspected wearer will be able to control Dragon spawn more effectively. Such characters have a base 80% chance of controlling each of the Dragon infants, with a 5% improvement to this base

figure for each Koldun Power Grading they are. Failed control rolls for individual Dragon spawn will result in the need to determine their behavior as outlined above.

The number and types of adult Dragons that may be invoked by the ring should already have been ascertained by the Arbitrator and the exact Dragon that shall appear upon the utilization of the rings power should be diced for.

The appearance of an adult Dragon may or may not be a good thing. This type of ring-user has a base 20% chance of controlling the dragon that appears, modified as before by 5% for each Power Grading of the Koldun character. If the Dragons name or sigil is known, or has been taken to a Sorcerer of great ability for decipherment, then the chance of controlling the adult Dragon is a flat 95%. In the event that the Dragon is not subject to the wearers control, its behavior should be rolled for as usual.

It is of great importance to note that this ring does not impart the ability to banish these creatures to their normal abode in the outer worlds. This is strictly the realm of the Serpent Banishment Ring.

RING OF THE UNSEEN

MERCURY IS UNFORTUNATE.

This ring has been fashioned from yellow brass and fumigated by frankincense and cinquefoil roasted in a fire of bayberries and mace. The ring is thrust into the ashes of this fire until red hot, removed and then cooled in a bowl of mercury. The ring is stored inside the head area of a foxes pelt for about one month, after which time it may be ready for use.

The ring will bestow the ability of "Unseen Passage" upon the normal wearer for approximately one hour at a time. The ring may only be utilized but three times per day in the hands of the normal user.

If the ring is worn by a character with mercury aspected on the ascendant at his or her birth time, the character will be granted the power of "Unseen passage" as for a normal user. There is one major difference however, and that is that there are no restrictions on the number of times that this type of ring bearer may use the rings abilities.

RING OF FLIGHT

JUPITER FORTUNATE.

After pure tin has been extracted from the ore, it is melted in a crackling fire of ash seeds and eagle bones. The molten metal is then poured into a mold fashioned from clay and impregnated with ground nutmeg. After the ring has been cooled by liquified gum benjamin it is engraved with a tin awl, depicting the flight of birds along the length of the ring's band. The ring is then fumigated over the wispy smoke of smouldering peacock feathers whilst performing the correct incantation. The ring may be used only when it has been placed upon a bed of eagle wingtip feathers for eight days.

If used by a normal wearer, the ring will impart the capability of flight for thirty minutes plus 1-10 minutes.

When this ring is activated the character will appear to steadily rise up off the earth and become airborne. The flight speed of the character will be as for an aerial creature of his same agility rating. Such a ring wearer shall be capable of performing aerial combat if he so wishes, but he or she should take great care in securing or removing any relatively loose objects before attempting any fancy aerobatic maneuvers. In such hands, the ring may be used but three times per day.

Those characters with mercury aspected on their natal chart will be able to fly for three hours duration at a time if they so wish and there are no limitations as to the number of times that the ring may be used per day. In all other respects, the ring will act in exactly the same way as for the normal user and subsequently the above mentioned cautions shall also apply to this type of user.

RING OF SPIRIT CONJURATION

SATURN FORTUNATE.

This type of ring is crafted from molten lead which has been cast in a chiselled mold of onyx. The ring is then cooled in a mixture of bats blood and mandragora root. Thereafter, the ring is fumigated by sulphur and inserted inside the heart of a mandragora root which has been bound tight with black cotton. The root is then buried in a cemetery, in juxtaposition with a grave and removed about two weeks later.

When activated, this ring will instantly summon a yet to be determined quantity of malign underworld spirits.

They should be rolled for as follows,

01-30	Ghost (1-3)*
31-40	Vampire (1)*
41-60	Blood Wraith (1-6)*
61-80	Grave Ghoul (1-6)*
81-00	Skeleton (1-10)*

* All figures listed within the parentheses are the number of such malign spirits that shall be called forth when the ring is activated.

After determining the number and type of malign spirits that have been summoned up by the power of the ring, it will be necessary to ascertain if the ring will give the user any type of control over the spirits. All spirits that have appeared as a result of this spell will be subject to a control roll. The normal user has a 30% base chance of controlling each of the spirits and Kolduns will also receive an enhancement of 5% for each Power Grading that they have achieved. Failed control rolls will require the Arbitrator to dice for the individual responses of the malign spirits on a Demeanor roll. As is normally the case, hostility will mean that the ring wearer and his comrades will be subject to attack from such spirits. All summoned and controlled spirits will perform tasks as directed by the ring wearer. Please note that this ring does not impart the ability to banish or lay such beasts to rest. On the completion of their service to the ring user, the user must have them banished by means of a "Banishment" spell or by the use of a Ring of Spirit Banishment.

Those ring bearers with Saturn aspected on their ascendant at birth will always attract much better odds of controlling those spirits that have issued forth. The base chance of control by such a character is 80%. All Koldun will receive a bonus to this base chance of 5% per Power Grading that they have achieved. In all other respects, the ring will act in the same way for the aspected user as it does for the normal ring bearer.

RING OF SPIRIT BANISHMENT

SUN AND MOON FORTUNATE

Made from a molten electrum alloy and caste in a frankincense impregnated clay mold, this ring is imbued with the Celestial properties of both the Sun and the

Moon. The ring is fumigated over a fire of myrtle and bay leaves and rubbed vigorously with black ambergris.

In the hands of the unsuspected user, the ring will impart the ability to banish any malign spirit back to the Netherworlds on a roll of 30 or less on the percentile die.

Furthermore, the ring will act as a 35 Power Point protection circle, but only against malign spirits.

Any ring user with either the Sun or the Moon aspected at birth will require a roll of 50 or less on the percentile die in order to effects the banishment of malign spirits.

In the hands of this type of user, the ring will also act as a 50 Power Point circle of protection.

Ring users with both the Sun and the Moon aspected on their natal chart will be capable of banishing malign spirits on a roll of 90 or less on the percentile die. In their hands the ring will provide protection against such spirits equivalent to a 100 Power Point circle of protection.

Any creature successfully banished will immediately dematerialize and be transported back to the realm from whence they came. Unsuccessful attempts to banish malign spirits with this ring will always induce a hostile response. Such spirits will never be able to be banished by the ring in any case, so, the character employing the ring may end up having some fight on his hands.

RING OF LIGHT

SUN FORTUNATE.

Initially cast from molten pure gold, in a mold of frankincense impregnated clay, this ring is fumigated by saffron, musk and laurel fruit under the mighty rays of the Sun during the summer solstice.

In the hands of the unsuspected ring user, the ring will glow with a luminous globe of light with a diameter of twenty meters, even in total darkness. The ring emits this light constantly, so, if there is a need to mask its radiance, then it should be done by placing it in a dark, lid-covered crucible.

When the Power of the ring is activated by a user with the Sun aspected on the ascendant at his or her time of birth, it will create a globe of light about fifty meters in diameter.

Such a ring will shine like broad daylight, even in the Netherworlds.

WANDS

WAND OF BEASTLY CONJURATION

MOON FORTUNATE.

The wand of beastly conjuration is made from a cats femur which has been capped at either end by silver knobs. The wand itself has been fumigated beneath the full moon with smoke derived from smouldering dried frogs head, bulls eyes, myrtle and bay leaves. The bone shaft of the wand is engraved with various mystical runes and sigils indicative of the names of more powerful creatures summonable by the wand.

This wand may only be used by a Koldun and it has been fabricated so as to summon beasts of major proportions.

When utilized by an unsuspected Koldun, the wand will call forth from the Netherworlds some powerful beasts of yet to be determined type and number. The Arbitrator should roll on the following table to ascertain what and how many will appear when the power of the wand is invoked. Having done so, the Arbitrator must then roll for the individual nature and abilities of the Beasts.

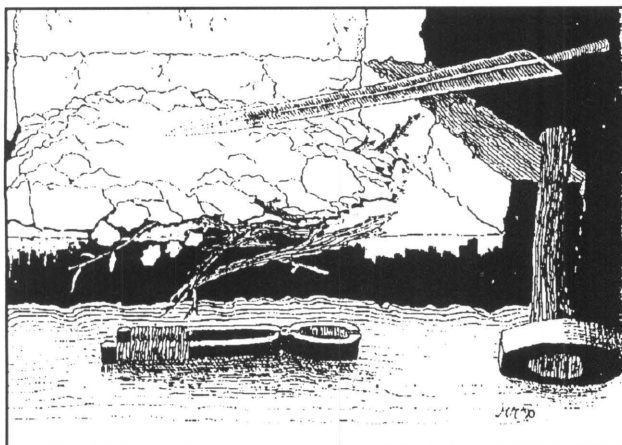
01-50	Giants (1-4)
51-60	Trollbeasts (1-6)]
61-70	Leshy (1-4)
71-00	Ogres (1-10)

The unsuspected user has a base 30% chance of controlling such beasts and modified upwards by 5% for each Power Grading of the Koldun. Failed control rolls should be resolved in exactly the same way as the Rings of Serpent Conjuring of Rings of Spirit Conjuration.

Those Koldun's that possessed the Moon on the ascendant of their natal chart will have greater ability in the employment of this wand. Such a person will receive a base 60% chance of controlling each of those things summoned up by the wand. This figure will of course be modified upwards by 5% for each Power Grading so far attained by the Koldun.

In all other respects it will act in the same way for the aspected user as it would for one who is unsuspected.

SWORDS

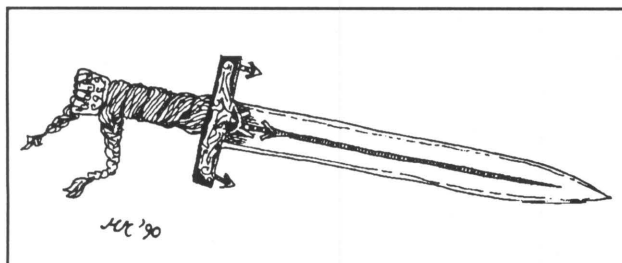


All swords invoke the power of Mars and must be forged from iron which has been heated in scintillating cyprus and sanders wood embers and hammered on an iron anvil. Furthermore, almost every sword will need to be fumigated by hellebores, sulphur and gum armoniac during the forging process and wrapped in a wolf's pelt when not being worked upon.

GIANTFELLER

MARS FORTUNATE.

This type of sword has been forged from steel which



has been tempered in a forge regularly fed with generous quantities of cyprus and sanders wood. The sword must be regularly cooled in Giant's blood during the forging process and fumigated from time to time with the smoke of hellebores and gum armoniac. Other than these basic procedures for the forging of such a sword, the weapon may take a multitude of forms, mainly in the construction and design of the handguard and pommel.

The handguard and pommel may be fashioned from cyprus wood, wrapped in several sheets of Giant's skin and bound together with plaited Giant's hair. Additionally, the handguard may sport motifs of Giants being slain in battle.

In the hands of the unsuspected wielder, the sword will increase the CAF of the swordsman by 20 when combating Giants, as well as cause an automatic 10 Life Points of damage for every blow that successfully strikes it's intended Giant target. This sword will be useful and equally effective against Ogres and Trollbeasts also.

In the hands of the aspected user, the sword will increase his or her CAF by 50, halve the CAP cost for using the sword and deal out an automatic 20 Life Points of damage for each blow that is successfully struck.

SWORD OF THE SWIFT HAND

MERCURY AND MARS FORTUNATE.

This sword has been tempered in the forge exactly as above, but with the omission of the necessity to constantly dip it in Giant's blood. It has been encased in a wolf's pelt when not being worked upon and on each occasion that it is cooled after being removed from the forge, it is immersed into a shallow vat of mercury and then rubbed down with hellebores and gum armoniac. The pommel and handguard need not display any specific designs and so this sword may not be readily distinguishable from any other.

In the hands of an unsuspected user, this sword will allow the CAP for the use of the sword to be reduced to three quarters of the figure listed in the CAP section (q.v).

When wielded by a character who had either mercury or Mars aspected on their natal chart, the CAP cost for the use of the sword will be halved.

When employed by a character with both mercury and Mars on their natal chart, the character will have to pay only one quarter the normal CAP cost for using such a sword.

In every other respect it will act as a normal sword.

RAVEN SWORD

MARS AND JUPITER BOTH FORTUNATE.

This sword is tempered using the normal enchantment procedures, but it has a handle covered with skillfully beaten tin. Beneath the tin handle covering will be a number of raven's feathers, which have been bound to the handle by thread removed from a ravens nest. The sword will additionally be fumigated over the smoke of smouldering ash seeds, nutmeg and gum benjamin. The

blade must be rubbed with the yolk of ravens eggs regularly during the crafting process and kept in a sheath of raven's nest whilst the sword is being completed. The handle or pommel may include etchings of ravens possibly.

In the hands of the unsuspected user, this sword will impart the capability of flight but once per day. The wielders flying speed may be found in the footspeed section. There are no enhanced fighting abilities for *such a user*.

In the hands of a wielder with either Mars or Jupiter on their natal chart, the sword will allow the character to turn into a Wereraven and attain all the abilities attributable to one. This type of wielder will receive a +10 to their CAF in battle when using the sword.

When utilized by a character with both Mars and Jupiter on the ascendant at their birth time, the sword will not only cause the wielder to become a Wereraven in combat, but it will give the character +20 to their CAF.

SWORD OF WEARINESS.

MARS UNFORTUNATE.

Such a sword is fashioned from red brass and periodically rubbed with a loadstone in its fabrication. It will have been worked upon only when Mars is unfortunate and fumigated with rotten cypress wood fumes.

In the hands of the unsuspected user, this sword will cause him or her to pay double the CAP cost of the sword usage and possibly render it unwieldable. Any blows from this sword will always attract a penalty of -20 CAF.

The aspected user will pay the normal CAP cost for use of such an item and will receive a +10 CAF.

DAZZLING BLADE

MARS AND SUN FORTUNATE.

The blade has been fashioned in accordance with the usual methods of sword enchantment. It will however have a coil of fine but sturdy golden wire bound around the tang of the sword's blade and have been fumigated with myrrh, saffron, ambergris.

If employed in combat, the blade of this weapon will begin to emit flashes and strong bursts of reflected light into the eyes of the opponent thus reducing the adver-

saries chances of successfully hitting the character. Similarly, the character's use of the weapon may also downgrade the defensive ability of the opponent by dazing him or her and this will be reflected when a character receives a bonus to their CAF.

When used by an unsuspected wielder, the Dazzling blade will grant an increase in the character's CDF of +5 due to the blinding effect that the blade has on ones assailants.

When used by a person with either Mars or the Sun aspected on their natal chart, the sword will increase the character's CDF by +20 and increase his or her CAF by +5.

Players with both Mars and the Sun on their ascendant at birth will increase their CDF by +30 and increase their CAF by +10.

RUST BLADE

MARS UNFORTUNATE.

This blade has been fashioned in line with mandatory weapon creation Sorcery as outlined at the beginning of the section, although, the blade itself is made from red brass. The sword has been made during times when Mars is in an unfortunate Celestial position and it has been fumigated with the smoke of smouldering rotten cypress wood and worm eaten sanders wood.

Opponents wearing non-iron armor will be immune to the rusting effects of this sword.

When wielded by someone who is unsuspected with regard to Mars, the item will cause rusting to metal armor each time it successfully strikes the opponent. Once the sword has been used to strike the enemy three times, all metal armour will break up and peel off the enemies body. Subsequently, the foe's CDF will be substantially reduced, leaving him at the mercy of the wielder.

When employed by a character with a Mars aspect, the sword will cause the instant disintegration of metal armor upon hitting, even for the first time. This type of character has the ability to rust any iron that he touches with the sword, be it in combat or otherwise.

SWORD OF SERPENT SLAYING.

MARS FORTUNATE.

This type of sword is crafted in accordance with the rituals of sword enchantment already outlined in the introduction to swords. It will have been regularly cooled in the uncongealed blood of an adult dragon. The blade is to be stored in a sheath made of dragon's skin during the process of fabrication. When the blade has been sufficiently hammered and honed, it will then be necessary for the handle to be crafted. The tang of the sword will usually be encased in dragon's bone and bound tightly by sinews from the beast's rear heel. The handle will then usually be wrapped in a sheet of a dragon's neck scales and glued down with gum armonic. Etchings depicting the death of the dragon whose body parts were used to create the magicked sword are a common addition to the base of the blade, although this is not mandatory. The breed of dragon which was slain in order to create the sword's abilities will always be more vulnerable to blows dealt out by this sword.

The type of dragon slain should be rolled for in the Beast's section.

This sword will confer a +20 CAF bonus upon the character as well as the ability to deal out an extra 1-6 Life Points against dragons every blow. Dragons of the same variety used in the fabrication of this object will suffer an automatic 8 Life Points damage every time they are struck by it, in addition to the normal damage that may be inflicted by the sword.

If the wielder of the sword had Mars aspected on the ascendant at their time of birth, then the sword will confer a +30 CAF bonus when swung against any dragon. In addition, the sword will cause 8 Life Points damage on top of the normal sword damage struck by the blow. When used against the dragon type employed in the creation of the magicked blade the sword will always deal out a minimum of 15 Life Points, as well as the normal damage of the sword.

BLOOD LETTER

MARS FORTUNATE

MERCURY UNFORTUNATE.

The sword of Blood Letting is forged in the prescribed manner, but it is thrust into quicksilver on a frequent basis to help invoke the Celestial might of Mercury.

On every day that the blade is being forged and hammered, the blade must be taken and used to draw the blood of a person. The Koldun often purchase slaves to undergo this horrendous fate, for the bloodletting requires much of that life fluid. The slave or other hapless person is never killed during the ritual bloodletting, simply bled of a bowl of blood on each occasion. The blood that is drawn each time must be caught in an iron bowl, constantly stirred and then finally emptied into a barrel, wherein the sword must be placed at the end of the day. The pommel, handguard, handle and blood groove must be inlaid with yellow brass and then constantly stroked with the reverse end of a lodestone.

Apart from these features, the Bloodletter may be found in a diverse range of forms and designs.

In the hands of an unsuspected user, the Bloodletter will cause wounds made by it to bleed at the rate of 1 extra Life Point of damage per Desyatka for every 3 Life Points damage so inflicted by it (Strength bonuses are not used in the calculation of extra bleeding damage). The extra damage is due to the excessive bleeding that is promoted by the sword. All of the bleeding is cumulative, and so the Arbitrator must keep an exact tally of how many Life Points damage have been dealt by the sword so that it will be possible to determine the exact amount of damage due to bleeding that must be added each Desyatka. The extra bleeding may only be stemmed when the wounding is properly bound by bandages, otherwise, the character will definitely bleed to death.

If the wielder has either Mars or Mercury aspected on their ascendant at birth, then the sword will inflict an extra 1 Life Point of damage per Desyatka cumulative for every 2 Life Points damage caused by the sword.

In the event that the wielder has both Mars and Mercury in their Natal Chart, the sword will cause damage 1 additional Life Point of wounding per Desyatka cumulative for each Point inflicted by the sword upon the opponent.

The best way to administer the calculation of combat damage caused by the sword is as follows..

The unsuspected user.

e.g The wielder strikes his opponent and causes 5 Life Points damage. Bleeding damage is 1 LP for every 3

caused by the sword and so the character will receive 1 LP in bleeding damage. So the total damage for that desyatka will be 6 LP's.

On the next Desyatka, the character strikes his foe for 6 LP's damage. The opponent will suffer that 6 LP's + 2 LP's for bleeding caused during this Desyatka and +1 LP for the bleeding caused during the previous Desyatka. The enemy will suffer a total of 9 LP's.

The next subsequent Desyatka, the opponent is struck for 1 LP of damage by the sword. He will gain no bleeding bonus for this Desyatka, but the cumulative bleeding damage from the previous Desyatka's must be added onto this figure.

Thus the opponent will suffer 1 LP + 3 LP's; a total of 4 LP's.

Even if the character left the opponent be, the foe would still bleed 3 LP's every Desyatka thereafter until dead or bandaged.

The above example should be useful to the Arbitrator in calculating damage resulting from this weapon.

LESSER FIGHTING SWORD

MARS FORTUNATE.

The Lesser Fighting Sword is manufactured in exactly the same way as stipulated in the Swords introduction with no exceptions to the procedure. These type of swords may be in any shape or form and they may often be seen with numerous decorations or etchings, none of which are significant in the powers of the sword.

In the hands of the unaspected user, the Lesser Fighting Sword will give the wielder +10 CAF and +1 LP damage to every blow successfully struck by the weapon.

When swung by a person who had Mars on the ascendant at their time of birth, the sword will impart +20 CAF AND +2 LP's damage to every attack.

SWORD OF PENETRATING STEEL

The Sword of Penetrating Steel is crafted in essentially the same way as outlined at the beginning of the sword's section, but with one notable variation. The sword must be wrapped in the armor of a man slain in battle (instead of the pelt of a wolf) during the hours when the blade or handle is not being worked upon by the Koldun. The handle of the weapon should be en-

cased with broken links of mail, all nicely hammered and joined so as to form a comfortable grip

When wielded by a person who is unaspected, the sword will have the effect of enhancing his or her CAF by +20 due to the penetrating abilities of the weapon.

In the hands of a character with Mars aspected at the time of their birth, the sword will improve the CAF of the wielder by +40.

FIGHTING SWORD OF MIGHT

MARS FORTUNATE.

The Fighting Sword of Might is manufactured in the same way as a Lesser Fighting Sword, but the handle is always formed by skillfully shaped and engraved lodestone and bound near the base of the hilt and pommel with fine red silk cord.

If used by an unaspected wielder, the sword will give an extra +30 CAF and +3 LP's damage if it manages to strike the intended target.

When employed by a person aspected at birth by Mars, the sword will immediately impart a +40 CAF bonus to the wielder and +4 Life Points damage in addition to the normal weapon damage on each occasion that the weapon successfully hits it's target.

HEAT BLADE

SUN AND MARS FORTUNATE.

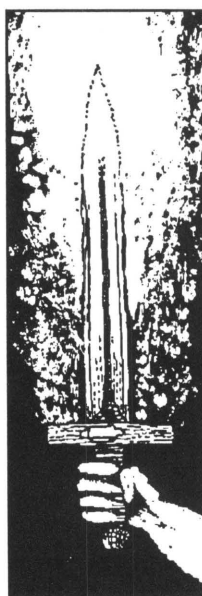
A Heat Blade is made by the normal sword crafting technique, but it will also need to have been forged and

hammered on an iron anvil in high summer under the penetrating rays of the Sun. When not being worked upon, the Heat Blade is left inside the incandescent coals of the forge and not removed.

The base of the blade will usually be engraved with the image of a forge, which will inturn be inlaid with gold.

The entire length of the sword will be fumigated by frankincense to complete the enchantment.

When the power of the Heat Blade is called upon by the user, it will begin to glow red hot, as it did when it originally lay smothered



by the scintillating coals of the forge in which it was born. The heat radiated from the sword will scorch the air about the wielder and upon striking the foe it will usually sear it's way through mail or leather and be driven into the delicate inards of the opponent. Sizzling blood and acrid smoke will pour from the wound when the weapon is withdrawn. This weapon has the capability of igniting grass or kindling when the tip of the blade is put to such things, but only if it is so willed by the bearer.

When used by an unsuspected character, the sword will always grant a bonus of +10 CAF and do an immediate 15 Life Points damage every time it is driven into the enemy. The Heat blade will give off a soft red glow in this case.

When swung by a wielder aspected with either Mars or the Sun, the sword will give a +20 CAF bonus and do 20 Life Points damage each time it impales the soft flesh of the opponent. When used by this type of person, the sword will glow a very bright red.

If the Heat Blade is fought with by a character with both the Sun and Mars aspected in their natal chart, the blade will impart a CAF adjustment of +30 and inflict 30 Life Points damage each time it hits an opponent. This user will cause the Heat Blade to glow white hot.

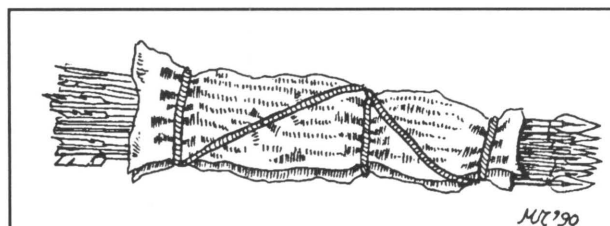
ARROWS AND DAGGERS

All daggers will be made primarily of iron and so too will be the arrow heads. Daggers will have been basically heated in the forge by the hot coals of Sanders and Cyprus wood and then hammered and worked on an iron anvil and fumigated by sulphur, hellebores and gum armoniac. Most daggers will be wrapped in wolf pelts when not being worked upon. Other modifications to this method of dagger fabrication will be outlined under each magicked object.

All arrow heads will have been made of molten iron, casted in a lodestone mold. They are usually made in accordance with the method outlined under Arrow of Seeking but may be different in some ways. The Fletchers of magicked arrows, like regular Fletchers, will usually add their own personal touches to the fabrication of the item, but this is more of a trademark rather than something integrally important to the enchantment of the arrow.

ARROW OF SEEKING

MARS FORTUNATE.



These arrows have had their heads cast in the prescribed way and then properly honed on their lodestone mold. The shafts will have been made from lengths of wood sliced from a block of flawless cyprus wood, which has been smoothed down and soaked for 2 day in the blood of a fallen warrior. The shafts are then fumigated with pungent sulphuric smoke and noched at either end to accomodate both the head and the feather flights. The heads are then put into the ends of the shafts, cemented with gum armoniac and bound tightly in position with red string. Similarly the magpie feather flights are held in position by gum armoniac. When completed, the arrows tips are stuck in the heart of a deer for six days before being ready to use.

When fired by an unsuspected character, the arrow will momentarily add a +10 CAF to the characters firing ability.

When launched by a character aspected by Mars, the arrow will add a +20 CAF for that shot to the characters current CAF score.

ARROW OF DISTANCE

MARS FORTUNATE.

The Arrow of distance is made in exactly the same way as the Arrow of Seeking, but it is not soaked in blood.

If this arrow is fired by an unsuspected bowman, then he will receive a +10 CAF for the shot, irrespective of the distance between the firer and the target, but as long as it is in **visual range**.

For the firer aspected with Mars, the arrow will be the same as for the unsuspected user, but with the exception that there will be a +20 CAF for the shot.



ARROW OF SERPENT LUST

MARS AND MERCURY FORTUNATE.

The Arrow of Serpent Lust is enchanted in exactly the same way as for an Arrow of Seeking, but the flights are made from the membranous dorsal fin of a dragon. The shafts of these arrows will have been impregnated with dragons blood and they will have been stuck in a dragons heart for six days upon the completion of the crafting process.

The unaspected user of these arrows will receive a +10 CAF when it is fired against a dragon of any variety and upon striking the beasts scaly surface it will cause an additional + 1 LP of damage.

The firer with either Mars or Mercury aspected in their Natal Chart will receive a +20 CAF when he or she is launching it against a dragon. The arrow will cause an automatic 5 LP's damage in addition to the normal damage done by the arrow when it hits a serpent.

Any bowman with Mars and Mercury aspected on their natal chart will receive a CAF bonus of + 30. Upon striking the serpent, the arrow will instantly cause 10 LP's damage, plus the normal rolled damage of the arrow.

ARROW OF PENETRATING MIGHT

MARS FORTUNATE.

The Arrow of Penetrating Might is created as per the normal fabrication methods of enchanted arrows, but it is always stored wrapped in the arrow ripped armour of a slain warrior both during the manufacturing of them and upon completion of their crafting.

The Arrow of Penetrating Might will grant a CAF bonus of +30 to the unaspected user.

This arrow will impart an additional +50 CAF to the firer if he or she is aspected with Mars at birth.

DAGGER OF CHILLING STEEL

MARS FORTUNATE.

Such daggers are produced by the means mentioned at the beginning of this section. The dagger must however be forged during the winter solstice, cooled and stored in deep snow.

When the power of the dagger is called upon, the surface temperature of the dagger will drop to well

below zero. When the dagger is thrust into an opponent it will cause extra damage due to the effect that the extreme cold will have on the vital organs and due to ripping caused by the adherence of such organs to the blade of the weapon when it is being withdrawn from the opponents body.

The unaspected combatant using this weapon will do +2 LP's damage each time that it strikes an opponent.

Those characters with Mars aspected on their natal charts will receive a damage bonus of +4 LP's damage to each successful hit.

WINGED DAGGER

MARS FORTUNATE.

The Winged Dagger is for all intents and purposes the same as a normal dagger, and, as such, may have been manufactured in a multitude of ways. Such daggers, however, will always have a handle formed from hammered tin, which more often than not is made with a relief of eagles flying about.

Beneath this tin handle covering will be some feather down from an eagle. The handle will usually have a purple enamelled pomel. The fumigation of the blade is done with the smoke of roasted nutmeg, which has been ground in a pestle.

The winged dagger will act the same way for an aspected users as it will for unaspected users. When thrown, the dagger will sprout wings and the dagger will immediately return, flying back to the owner, whether it hits the target or not. Furthermore, this dagger will not suffer C.A.F penalties when thrown at targets at distances of up to 60 metres.

PIERCER

MARS FORTUNATE.

The Piercer is crafted in accordance with the methods required for the enchantment of daggers, with the exception that it must be thrust daily through the armor recovered from a warrior who met his fate on the battlefield. When not being worked upon the Piercer is also wrapped in the armour, after first having been sprinkled with sulphur.

In the hands of an unaspected user, the Piercer will impart a +20 CAF bonus.

When utilized by a person aspected by Mars on their Natal Chart the Piercer will give a +40 CAF bonus.

THIRSTY BLADE

MARS FORTUNATE

MERCURY UNFORTUNATE.

The Thirsty Blade is fabricated in exactly the same way as the Bloodletter (qv Swords), although it has entirely different properties.

When used by an unaspected user, the Thirsty blade will cause an additional +3 LP's of damage plus the inherent damage resulting from the damage roll. The Thirsty Blade will cause the additional damage for three hits only.

If the user had either Mars or Mercury aspected on their Natal Chart at birth, then the dagger will cause normal damage for the dagger and an extra +3 LP's damage on the first hit. Thereafter, the Thirsty Blade will become stuck in the opponents body and be impossible to remove until the blade has drunk 20 LP's of blood. The blade drinks at a rate of 5 LP's per Desyatka after the initial hit. When the blade has drunk it's fill, it will be treated as a normal dagger until the following day whilst it digests its bloodfeast. It will regain all of it's damage causing properties the following day. If the target struck by the Thirst Blade has less than 20 LP's, then it will drain whatever Life Points it does have and then be able to drain another victim of whatever drinking capacity(In Life Points) the dagger has remaining.

For the user with both Mars and Mercury aspected on their Natal Chart, the Thirsty Blade will act in exactly the same way, except that it will be able to consume 40 LP's of blood and will drink at a rate of 10 LP's per Desyatka.

POTIONS, OINTMENTS AND SALVES

WEAPON SALVE

SUN FORTUNATE

The Weapon Salve is made from moss and lichen scraped from the skull of a man slain in battle, that has layed exposed to the elements for some time. The scraping should be done during the summer and mixed with grey ambergris. The salve will generally be stored in a small golden jar and it will be suitable for 1 Dc6 applications.

If the Weapon salve is applied to a wounded person who is unaspected, then he or she will automatically regain 1 Dc6 LP's.

If the salve is applied to the wounds of a person who had the sun on their ascendant at birth, the salve will heal 1 Dc10 +4 LP's.

FLYING OINTMENT

JUPITER FORTUNATE

Flying ointment is made by combining ash seeds, gum benjamin, aconite, fly agaric, swallows blood and the ashes of burnt peacock feathers and placing them in a small jar.

The jar will hold enough Flying ointment for 1 Dc6 applications.

When applied to an unaspected wearer, the character may fly for one hour (q.v fly).

If applied to a person with Jupiter aspected in their natal chart, the ointment will allow him or her to fly for three hours.

SPEED OINTMENT

MERCURY FORTUNATE.

The Speed ointment is made in accordance with the recipe listed under the sorcery "Speed". There will be enough ointment for 1-3 applications.

When applied to an unaspected character, the ointment will give him or her double their listed footspeed figures.

If applied to a character with Mercury on the ascendant at their time of birth, the Speed ointment will give triple the character's normal footspeed figures.

SLEEPING POTION

SATURN UNFORTUNATE.

The Sleep Potion is concocted by mixing sleep from the corner of the Koldun's eye, black poppy seed and the brain of a cat with water, milk and sugar. There is enough potion made from this for one dosage.

If imbibed by an unaspected person, the drinker will become drowsy and fall asleep for 1-6 days. The person will fall asleep 1-10 minutes after drinking the potion.

If drunk by a person with Saturn aspected on their natal chart, the drinker will fall asleep for 1-20 days, 1-6 minutes after drinking the potion.

POTION OF AGING

SATURN UNFORTUNATE.

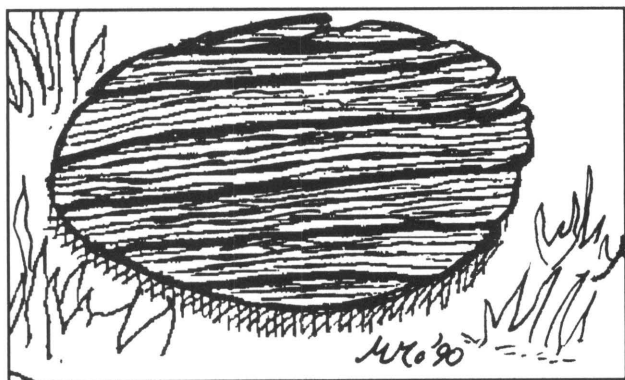
This potion is made by boiling a shrivelled mandrake root and a lodestone in bat's blood and then mixing it with honey. There will be sufficient potion made from this for one dosage. If the potion is drunk by an un-aspected person, the potion will immediately cause the drinker to age 1 Dc6 years.

If the Potion of Aging is imbibed by a person with Saturn aspected on their Natal Chart, then he or she will age 1-20 years on the spot.

ARMOR AND SHEILDS

All magicked armour will be made of mail. Each link in the mail will have been crafted from rings of iron, cast in lodestone molds, hammered, bent and joined on an iron anvil.

Each link will have been heated in the blistering coals of sanders and cyprus wood, worked and then fumigated by a mixture of smoldering sulphur and hellebores. These individual links are then all assembled into the finished product and a red cloth backing is sewn on.



All magicked shields are made from slats of cyprus wood, already cut to the desired shape and fumigated with sulphur. These wooden boards are smoothed down and then given a thick coat of gum armoniac. These slats will be fastened together with iron nails. A sheet of iron is hammered out and tempered over an iron anvil and forge coals of cyprus and sanders wood. The metal sheet is then laid over the top of the shield and subsequently secured by iron nails. The shield boss is attached and the shield is ready for use. The shield may be spruced up with decorative red cords and tassles or motifs, but this is all up to the Koldun who has created the item.

MAIL SLEEVES OF FIGHTING FURY.

MARS AND MERCURY FORTUNATE.

Created as above, these mail sleeves have been further modified by the immersion of each link in mercury during the heating and cooling process, as well as the additional fumigation of the links by fumes emanating from a smoldering concoction of mace, herbal cinquefoil and mastiche. The mail sleeves cover the full length of each arm and form a mitten shaped glove at the end, which may be pulled back to expose a free hand if the wearer so desires.

This object will raise the players CDF by 5. This is the inherent armor protection value of the Sleeves of Fighting Fury.

If worn by an unaspected character, these mail sleeves will enable the wearer to wield any hand weapons with greater speed. When any hand weapon is swung whilst these sleeves are worn, the character need only pay three quarters* of the usual CAP cost for such a weapon.

If donned by a character with either Mars or Mercury aspected on their natal chart, the wearer is only required to pay half* the CAP cost for the weapon employed. In weaponless combat, the sleeves will allow the wearer to dish out punches which inflict the loss of 4 consciousness each time they strike home.

The character with both Mars and Mercury on their ascendant at birth will fare best from wearing these mail sleeves.

Such a character will only need to pay one quarter * the normal CAP cost for the use of any given hand wielded weapon. A successful punch struck whilst wearing these sleeves will inflict the loss of 10 consciousness points from the opponent.

* If this item is used either by itself or in conjunction with any other CAP cost reducing item, the minimum CAP cost that a character is allowed to pay is 1/4 and no better. No matter how many such magicked objects are employed to achieve that said aim, a character will never be able to get a more favourable CAP cost reduction than to 1/4 normal cost.

CORSLET OF BODILY PROTECTION.

MARS FORTUNATE.

This mail corslet will be built in the appropriate manner outlined at the beginning of the armour section and in general, it will not differ from other mail corslets all that much.

The unsuspected wearer of the Corslet of Bodily Protection will receive a total increase in his or her CDF of 40.

This figure includes both the natural protection afforded by the mail corslet and the magical defensive bonus of it.

If the wearer has Mars aspected on his or her Natal Chart, then the character will receive a 55 point bonus to their CDF

GAUNTLETS OF FIRM GRIP

MARS FORTUNATE.

These gauntlets are made as indicated at the start of the armour section, and it is unlikely that they would appear any different to a normal pair of gauntlets.

If the wearer of the Gauntlets of Firm Grip is unsuspected, then he will receive an automatic +10 to his or her climbing skills whilst wearing them. During weaponless combat, the gauntlets will allow the wearer to have an unbreakable grab*. The gauntlets will cause a loss of 5 consciousness points to any person struck by a punch from them.

Any person who wears these Gauntlets of Firm Grip and who had Mars on the ascendant at their time of birth will get an extra 20 added to their climbing ability. In weaponless combat, the wearer of the gauntlets will have an unbreakable grab* and will cause a loss of 10 consciousness points to the person so struck by just one punch from them.

* Refer to the weaponless combat section.

HELM OF TONGUES

SATURN AND MERCURY FORTUNATE.

This helm is extremely heavy on the head of the wearer since it has been produced from lead, molded in a cast made from black onyx. Throughout the fabrication of the helm, the object is fumigated with the smoking powder of crushed henbane, mandrake root and myrrh. After the helm has been trimmed of lead beading and other casting flaws, it is suspended by a black chain in a

bowl of quicksilver. The helm may be removed after the passage of 3 full moons and will be ready for use.

This helm will lift the CDF of the wearer by only 2 points.

The unsuspected wearer will have a 30% chance of speaking to any given non Slavic speaking person.

The wearer who was aspected with either Saturn or Mercury will have a 50% chance of conversing with non Slavic speakers.

The wearer who was aspected with both Saturn and Mercury at birth will be capable of talking with non Slavic speakers 90% of the time.

FIREGUARD

MARS FORTUNATE

SUN UNFORTUNATE.

This shield is crafted in accordance with the principles pertaining to the manufacture of enchanted shields, which are outlined at the beginning of the armour section. The iron shield facing should be overlaid with thinly hammered gold foil and be adhered in place with a paste of frankincense, musk and black ambergris all mixed together.

These modifications to the shield's facing should be performed outside on a windless mid-winters day.

For each time that the Fireguard is worn and used as a means of defense against swordplay or otherwise, the shield has a 50% chance of being demagicked. This is due to the effect that the slashes and blows have upon the relatively thin gold coating over the facing of the shield. In any case, the Fireguard will increase the wearers CDF by the normal 15 points, if the user is so reckless as to use something so valuable in battle.

When strapped to the shield-arm of somebody who is unsuspected, the shield will allow the user +2 to their survival rolls against fire, either natural, elemental or magical. The shield will automatically subtract 2 points from the Point value of any fire Elemental spirit utilized in an elemental manipulation, thus reducing any damage that would be caused by that portion of the Elemental manipulation. This renders the shield bearer impervious against type 1 Elemental spirits.

When used by a person who had either the Sun or Mars aspected on their natal chart, the shield will grant the bearer a bonus to his or her survival rolls against

natural, magical or Elemental fire. The shield will always subtract 4 points from the Point Value of any Elemental fire spirit employed in an Elemental manipulation against the wearer. This effectively makes the wearer impervious to attacks by type 1 fire Elemental spirits.

If a person wearing the shield had both Mars and the Sun aspected on their birthchart, then he or she will get a +6 against all fire attacks be they natural, magical or Elemental. The shield will also subtract 6 points from the Point Value of any Elemental spirit so directed at the bearer of the shield. This means that such shield bearers may not be harmed by either type 1 or 2 fire Elemental spirits.

SHIELD OF GREATER PROTECTION

MARS FORTUNATE.

Any Shield of Greater Protection will be created exactly as outlined in the description located at the beginning of the armour and shield section.

If strapped to the arm of an unsuspected user, the shield will impart a bonus of + 30 CDF. This includes both the magical and armor protection value of the shield.

When the shield is used as a means of defense by a character with Mars aspected in their Natal Chart, the shield will give to him or her a CDF bonus of 50. This includes the magical and intrinsic armor protection value of the shield.

SHIELD OF LESSER PROTECTION

MARS FORTUNATE.

The Shield of Lesser Protection will be made in exactly the same way as a Shield of Greater Protection.

For the unsuspected user, this shield should impart a CDF bonus of +20. This bonus encompasses the magical and armor protection point value of the shield.

If the wearer of this shield had Mars on the ascendant at their time of birth, the shield will give him or her a CDF bonus of +30 (All inclusive).

THROWING SHIELD

MARS, VENUS AND JUPITER FORTUNATE.

The Throwing Shield is manufactured in almost the same way as the Shield of Lesser Protection, with the exception that the iron sheeting that covers the facing of the shield will have an underlay of copper and then tin.

The copper that is used to give the wooden shield it's first coating layer has been hammered out evenly and rubbed down vigorously with grey ambergris and then fumigated with the aromatic smoke of roasted musk, saffron and rose petals.

The copper is layed down over the wood, tapped flush with the wooden surface and tacked in place with copper tacks.

Next a layer of tin which has been seasoned with the smoke of burning nutmeg powder, eagle and peacock feathers is layed out and the back of it is coated in gum benjamin.

The tin sheeting is put over the copper one and then secured with tin tacks. About 15 eagle tail feathers are stuck to the tin layer by liquified gum armoniac.

Finally, the iron sheet, which has been treated as described at the beginning of the shield section, is layed down over the top of the feathers and the remainder of the shield is finished in the manner already outlined.

The shield may also be decorated with flying creatures or purple, red and green cord but this is not mandatory.

The Throwing Shield is rather heavy and the appropriate CAP cost for the actual throwing of the shield is 9 Points.

In the hands of the unsuspected user it will convey the ability to throw the shield up to twenty meters and have it return in 1 to 3 Desyatka's. If the shield strikes an opponent the shield will cause 1-6 LP's in damage. The shield will give the bearer an increase CDF of 25 (Magical and inherent protection value of the shield all inclusive) when it is used to defend him or her in combat.

If the shield is used by a person with either Venus, Mars or Jupiter aspected on their Natal Chart, the shield may be thrown thirty meters and it will return in 3 Desyatka's. If the target is struck by the shield, the Throwing Shield will cause 1-6 +4 LP's damage. The shield will give the wielder a CDF bonus of +30 (All inclusive).

If the shield is utilized by a character with

1 Venus and Mars,

2 Venus and Jupiter or

3 Mars and Jupiter in their natal chart, the shield will allow him or her to throw the shield up to 40 metres. The Throwing Shield will return in 1-2 Desyatka's.

If the shield manages to stike an opponent, it will inflict 1-10 LP's damage. The shield will give a CDF bonus of +35 (All inclusive) to such a user.

If the Throwing Shield is used by a character with Venus, Mars and Jupiter aspected on their birthchart, it will be throwable up to fifty meters and will return in 1 Desyatka.

Upon striking the intended target, the Throwing Shield will cause 1-10 +5 LP's damage. The shield will pass on to the user a +40 CDF bonus (All inclusive).

AERIAL SHIELD

MARS AND JUPITER FORTUNATE.

The Aerial Shield is manufactured exactly as for the Throwing shield, but the process concerning the copper sheeting should be omitted.

If the Aerial Shield is used by an unaspected person, it will only give the user a +30 CDF bonus.

If used by a person aspected with Mars or Jupiter on their birthchart, the shield will launch itself into the air and float by the side of it's user fending off incoming weapon blows. The shield will give the user a +35 CDF bonus (All inclusive) whilst allowing him or her to have both hands free for employing both weapons if so desired.

When used by a character with both Mars and Jupiter aspected on the ascendant at their time of birth, the shield will float independantly and provide shield protection to the user, thus leaving his or her hands free to utilize 2 weapons. The Aerial Shield will give such a user a +40 CDF bonus (All inclusive).

TALISMANS

In the case of celestial Talismans, they are fabricated so as to be a store of celestial power. Such Talismans will be disk shaped. Other talismans will be imbued with various other powers and as such will be crafted in accordance with their designed usage. There are numerous other procedures for each of the Talismans, but for brevity they have been listed as below.

TALISMAN OF THE SUN

SUN FORTUNATE.

The Talisman of the Sun is made from pure gold that has be melted and cast in an ambergris and frankincense impregnated clay mold. The Talisman needs to be fumigated with ambergris, musk, myrrh and cocks blood and then inscribed with sigils condusive to drawing down the Sun's power. It should be stored in a yellow silk ba when not in use and if it is to be hung from the neck, then the cord should be either gold or yellow cord

If used by an unaspected person the Talisman will temporarily give him or her an increase in *Stamina* of +1.

Furthermore, the Talisman of the Sun will give all characters an additional +1 LP per Rank or Power Grading that they've achieved, whilst it is being worn. The mentioned bonuses are in effect on whilst the Talisman is worn. If the Talisman is removed, 1 LP must be subtracted for every Rank or Power Grading of the wearer. The Talisman of the Sun is a means of keeping a character alive who would other wise be dead. If it is placed upon a person who has been reduced to 0 LP, for at least 3 days, it will allow the person to heal and recover sufficiently for it to be removed. Please note, characters who have had their LP tally reduced to less than -6 LP's may not be saved by using the Talisman of the Sun. All benifits imparted by the temporary increase in the characters *Stamina* will apply also, for as long as the Talisman is worn.

If worn by an individual with the Sun aspected on their birth chart, the Talisman will give the wearer a +2 *Stamina* bonus as well as a +2 LP's for every Rank or Power Grading thus far attained by the character for as long as it is worn. In every other respect the Talisman of the Sun will act exactly the same as for an unaspected user, with the exception that the character must deduct the temporarily gained Life Points gained by using the Talisman.

TALISMAN OF THE MOON

MOON FORTUNATE.

This Talisman is made by melting good silver in a forge and then casting it into its disk-type shape. The Talisman of the Moon should be fumigated with the smoke of slowly roasting myrtle and bay leaves and then engraved with sigils for attracting the power of the Moon. The Talisman should be stored in a white silken pouch when not in use, and it may be suspended from the neck of the wearer by white cord.

Unaspected users of the Talisman of the Moon will get a +10 bonus to their voluntary change rolls if they are a Shape Changer.

Those wearers who had the Moon on the ascendant at their time of birth will gain a +20% bonus to their voluntary change modifiers if they are a Shape Changer.

TALISMAN OF MARS

MARS FORTUNATE.

The Talisman of Mars is made of iron melted in a forge of hot cyprus and sanders coals. The iron is cast in a lodestone mold, cooled, fumigated with sulphur, gum armoniac and hellebores and then inscribed with the sigils and signs of Mars, which are designed to draw down the influence of Mars. The Talisman of Mars must be stored in a red silken pouch when not in use, and suspended from an iron chain or red chord if worn about the neck of the wearer.

If worn by an unaspected user, the Talisman of Mars will give a +1 *Strength* and +10 CAF bonus.

If worn by a person with Mars aspected on the ascendant at their time of birth, the Talisman of Mars will give the wearer a +2 *Strength* and +20 CAF bonus.

TALISMAN OF MERCURY

MERCURY FORTUNATE.

The Talisman of Mercury is made of molten good silver in a furnace with the smelting coals and then cast in an agate mold. The disc is removed from the mold whilst still hot and dipped in a bowl of mercury. Then the Talisman of Mercury is fumigated with smoldering frankincense, herbal cinquefoil and mastiche. Thereafter, the Talisman is etched with the sigils and intelligences of Mercury and imbued with its cosmic powers. The Talisman should be stored in a blue pouch and when worn, it should be suspended with blue cord.

When worn by an unaspected user, the Talisman of Mercury will give the wearer a +1 *Agility* bonus. Accordingly, the footspeed and some other abilities such as the CDF and CAP tally of the wearer will increase also, so ensure that these other modifications have been noted accordingly. All of these bonuses are temporary and will need to be subtracted when the Talisman is removed from the wearer.

When borne by a person aspected with Mercury on their natal chart, the Talisman of Mercury will give a +2 *Agility* bonus.

All directions applicable to the unaspected user will also apply to the aspected user.

TALISMAN OF JUPITER

JUPITER FORTUNATE.

This Talisman is created from tin, fumigated with peacock feathers, nutmeg and ash seeds and then inscribed with the sigils and intelligences of Jupiter. The Talisman must be stored in a purple bag when not in use and suspended from a tin chain or purple cord when worn.

When worn by a person lacking Jupiter on the ascendant at their time of birth, the Talisman of Jupiter will serve to increase his or her *Mental Strength* by +1. Subsequently, the wearer will gain an additional 10 Power Points if they are either a Koldun or Volkhv. The Talisman will thus have some enhanced saving rolls, so these should be calculated. All benefits are active only when the Talisman is being worn and all of those bonuses must be removed when the Talisman of Jupiter is taken off.

When used by a wearer who had Jupiter aspected on the ascendant at their time of birth, the Talisman will give a +2 *Mental Strength* and grant an extra 20 Power Points if the character is a Koldun or Volkhv. The Talisman of Jupiter will have requirements and stipulations placed upon it as for an unaspected wearer.

TALISMAN OF VENUS

This Talisman is crafted from copper and fumigated with the smoke of burning roses, violets, saffron and musk. The Talisman must be etched with the sigils and intelligences of Venus and stored in a bag of green silk when not in use. When worn around the neck of the wearer, it must be suspended from a green cord.

If worn by an unaspected user, the Talisman of Venus will increase the *Appeal* and Coercion score of the character by +1, as well as make the Demeanor rolls of those strangers encountered by the character more favourable towards the wearer due to the increased *Appeal* number. All powers are effective only when the Talisman of Venus is being worn.

If the power of the Talisman of Venus is called upon by a person who had Venus on the ascendant at their time of birth, the character will receive an *Appeal* and Coercion score bonus of +2. The bonuses should be used to change the characters statistics as noted and players should take care to the enhanced abilities that they have received.

TALISMAN OF SATURN

SATURN FORTUNATE.

This Talisman must be cast from molten lead in a black onyx mold, which has been lined by pulverised lodestone and fumigated by the smoke of burning black poppies, mandrake root, henbane and myrrh. The Talisman of Saturn must be kept in a pouch of black silk if not in use and hung from black cord when worn around the neck.

All benefits outlined below will only be active whilst the Talisman is used. If the Talisman of Saturn is removed or stowed back in it's black bag, all bonuses granted by it whilst worn must be subtracted.

If worn by an unaspected user, the Talisman of Saturn will confer upon him or her a +1 *Intellect* bonus, as well as add an extra 10 points to all languages and additional skills known by the character.

The wearer with Saturn aspected on their natal chart will be granted a +2 *Intellect* bonus by the Talisman and an added +20 bonus to all languages and additional skills known by the bearer.

TALISMAN OF FRIENDLY CHARMS

VENUS FORTUNATE.

The Talisman of Friendly Charms is manufactured in almost exactly the same way as a Talisman of Venus, differing only in the incantations and sigils used to bestow the power of Venus upon it.

When worn by an unaspected user, the Talisman will bestow a +20 when rolling for the control of summoned

beasts or Elemental spirits, +1 to all Demeanor rolls made by people encountered, as well as a +1 *Appeal*.

If worn by someone with Venus on the ascendant at their time of birth, the Talisman will give him or her a +40 when rolling for the control of summoned beasts or Elemental spirits, +2 to all Demeanor rolls made by people encountered, as well as a +2 bonus to *Appeal*.

TALISMAN OF LUCK

MERCURY FORTUNATE.

For all intents and purposes, the Talisman of Luck has been in the same way as a Talisman of Mercury, but with minor variations to the etched sigils and the incantation required.

When worn by an unaspected user, the Talisman of Luck will allow the wearer to subtract or add 1 or 2 from any dice roll made by him or her, if so desired.

When worn by a character with Mercury aspected on their Natal Chart, the character may add or subtract a 1, 2, 3 or 4 from any dice roll, at their discretion.

TALISMAN OF VISIONS

MARS AND MERCURY FORTUNATE.

This Talisman is made from iron, which has been melted in a fire of burning cyprus and sanders wood and cast in a chiselled loadstone mold. After removal from the mold it is cooled in a bowl of mercury and fumigated with the smoke of frankincense and mastiche. The Talisman will be engraved with numerous sigils, but it will almost always have a small eye etched somewhere upon it's surface.

When worn by an unaspected person, the Talisman of Visions will confer the ability of Clairvoyance (q.v. Koldun Sorcery) up to a range of 25 kilometers. The Talisman is usable once per day.

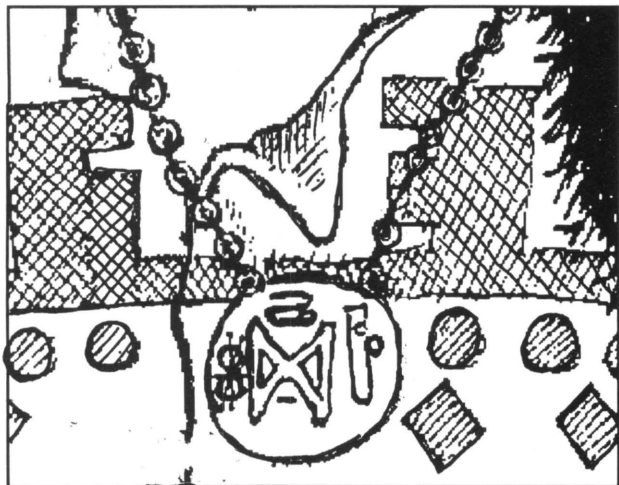
If worn by someone with either Mars or Mercury aspected on their Natal Chart then it will have the same abilities, but be limited to a range of 50 kilometres. The Talisman may be used twice per day.

If the wearer has both Mars and Mercury on their Natal Chart, then he or she will receive the same abilities but with a range limit of 100 kilometres. The Talisman may be used 4 times per day.

TALISMAN OF WORLD VISION

MERCURY AND SATURN FORTUNATE.

The Talisman is manufactured in the same manner as the Talisman of Visions, but it is made of lead and not iron.



Furthermore, the Talisman must be fumigated by the toxic fumes of the Amanita Muscaria toadstool constantly for 3 whole months and rubbed down daily with the brain of a cat.

This is an especially helpful item for finding out the names of summoned creatures of the major type, whose name is required to be known in order to affectively control them. These are beasts such as Dragons, Demons or Giants. If utilized in such a fashion, the user must have a lot of research information in order to know where to look via the Talisman. This means, for example, that unless the user has drawn the appropriate sigil of a Giant, or has a visual image of his face (If the Giant has been seen before), it will be unlikely that he or she will be capable of tracking down the beast to where it resides in the Underworld, or to its present location there.

The Arbitrator should think of what pieces of information will be communicated to the user when the Talisman is being used. This is also a fantastic way of enticing a group of players down into these regions also.

The unsuspected wearer of the Talisman of World visions has the capability of seeing into both the Underworlds upper regions and into the lower areas of the Heavens. In all respects it will act as a Clairvoyance (q.v), but without any such range modifiers. The main

detrimental affect of this item is that each time it is used, the wearer must roll his intellect or less on a 2 Dc6 or suffer a permanent loss of 2 *Intellect* point and 20 points off every additional skill and non-Slavic language possessed by the character due to the insanity that results from the shocking and inexplicable visions that are seen whilst the Talisman is used. Characters with 12 or more *Intellect* will not suffer from these ill effects. The Talisman of World Vision may be used by such a person but once per day.

The user who had either Saturn or Mercury aspected on their Natal Chart will be bestowed with the above mentioned abilities, but will be able to see to the furthest reaches of the Underworld and the Heavens. Such a character will lose *Intellect* and abilities in the same way as already mentioned if using the Talisman and the sanity roll is failed. In their hands, this Talisman may be used once per day.

The user with both Mercury and Saturn aspected at birth will have bestowed upon him or her of clairvoyant sight into the bowels of the Netherworld or farthest heights of the Heavens up to three times per day. If the sanity roll is failed, the user will only suffer the loss of +1 *Intellect* and -10 to all non-Slavic languages and additional skills.

TALISMAN OF DRAGON TONGUES

SATURN FORTUNATE.

The Talisman of Dragon Tongues is made from a circle of bone, which has been cut from the forehead of a Dragon's cranium. The bone will be incised with a Dragon's tongue, by means of the tip of a dagger used in the removal of the Dragon's brain, and the motif then inlaid with lead.

The brain of the slain Dragon should be used to form a paste which is mixed with pulverized mandragora root and then smeared over the bone daily. Nightly, the Talisman should be wrapped in the tongue of the beast killed. The whole Talisman is then fumigated by the smoky puffs emitted from smoldering black poppies and frankincense. The Talisman of Dragon Tongues should be stored inside a pouch crafted from a sheet of forehead scales slashed from the head of the slain Dragon.

If the power of the Talisman is used by an unaspected bearer, it will enable him or her to speak the language of all dragons.

If used by a person with Saturn aspected on their Natal Chart, it will enable the wearer to not only speak to all types of Dragons, but to add an automatic +10 to their rolls for attempting to control a Dragon, but only if they are permitted to make such a roll due to the possession of Ring of Serpent Conjuring for instance.

WARDS

DEMON WARD

MOON, SUN, VENUS, MARS FORTUNATE.

The Demon Ward may take a variety of shapes and they will all be imbued with their protective power by means of special incantations generally unknown to people other than Kolduns.

1 A live White Cock which has been bound at the legs with white, yellow, green and yellow cords and which has a muslin cloth bag filled with lodestone, myrrh, frankincense, ambergris, musk and rose petals slung from it's neck with a chain made with iron, copper, silver and gold links.

2 A dried toad stuffed with all of the above mentioned ingredients and rock salt.

3 Two Bull's eyes mounted in silver clasps with lapis lazuli and musk inserted inside them and then joined by a golden chain.

4 A blessed Holy Icon.

Please note that the Circle of Protection will only apply to the user of the ward and will only be effective against Demons. The Holy Icon may only be used by Christian characters and similarly, Christians may not use the other listed Demon Wards.

In the hands of an unaspected user, any of the Demon Wards mentioned already, will allow him or her to immediately banish a Demon who possesses up to and including 40 LP's and be personally guarded by a 40 Power Point *Circle of Protection*.

When used by a character with either Mars, Venus, the Moon or the Sun aspected on their Natal Chart, the wearer will be capable of banishing a Demon possessing up to and including 60 LP's and provide a circle of protection of 60 Power Points.

When utilized by a person with

1 Mars and Venus,

2 Mars and the Sun,

3 Mars and the moon,

4 Venus and the Sun,

5 Venus and the Moon or

6 The Sun and the Moon aspected in their Natal Chart, the wearer will be capable of banishing a Demon of up to 80 LP's and the Demon Ward will provide a Circle of Protection with 80 Power Points.

If the bearer of the Demon Ward has

1 Mars, Venus and the Sun,

2 Mars, Venus and the Moon,

3 Venus, the Sun and the Moon or

4 The Moon, the Sun and Mars aspected in their Natal Chart then he or she will be capable of banishing a Demon of up to 100 LP's and be provided with a Circle of Protection with 100 Power Points.

When the Demon Ward is used by a character with Mars, Venus, the Moon and the Sun aspected in their Birth Chart, the user will be capable of banishing a Demon of up to 120 LP's and will be provided with a 120 Power Point Circle of Protection.

SPIRIT WARDS

MOON, SUN, MARS, VENUS FORTUNATE.

Spirit Wards may take a number of different forms and only their physical description is mentioned. Characters will not be capable of making such items since they lack the knowledge of the required prayers or incantations.

1 A blessed Crucifix,

2 A small bag of salt which has been mixed with rose petals, frankincense, musk, lodestone or

3 Piony, mint and palma christi all mixed and placed in a white silken bag.

If utilized by an unaspected user, the Spirit Ward will provide a *Circle of Protection* of 20 Power Points against Skeletons and allow the wearer to banish the same. The average Christian will receive these abilities when displaying the blessed crucifix.

If used by a person with either Mars, the Moon, the Sun or Venus in their Birth Chart the character will have a 40 Power Point *Circle of Protection* against Skeletons and Grave Ghouls and be able to instantly banish the same.

If the powers of the Spirit Ward are used by a character with

- 1 Mars and Venus,
- 2 Mars and the Moon,
- 3 Mars and the Sun,
- 4 The Moon and the Sun,
- 5 Venus and the Sun or
- 6 Venus and the Moon aspected on their Natal

Chart, then the bearer will be granted the power to banish Skeletons, Grave Ghouls and Blood Wraiths and receive a 60 Power Point Protection Circle against the same.

When a Spirit Ward is used by a character with

- 1 Mars, Venus and the Sun,
- 2 Mars, Venus and the Moon,
- 3 Venus, the Moon and the Sun or
- 4 Mars, the Sun and the Moon aspected on their

Natal Chart, he or she will receive the power to banish Skeletons, Grave Ghouls, Blood Wraiths and Ghosts instantly and be granted an 80 Power Point Circle of Protection against the same.

If a blessed crucifix is used by an extremely pious Christian, these will be the abilities imparted by God.

If the Spirit Ward is employed by a character with Mars, Venus, the Moon or the Sun, he or she will be granted the ability to banish instantly Skeletons, Grave Ghouls, Blood Wraiths, Ghosts and Vampires and will be given a 100 Power Point *Circle of Protection* against such malign spirits.

In the hands of a Svyashchennik, these are the abilities that a blessed crucifix will give through God's grace.

STEEL WARD

VENUS AND MOON FORTUNATE

MARS UNFORTUNATE.

The Steel Ward is made of a hunk of lodestone, which has been chipped and carved over the period of about a year to form a small, lidded crucible. Musk, frankincense, geese blood and dried fox's brain is mixed in a silver bowl, poured into the small lodestone urn and the lid secured. To use the ward it is necessary for the character to clasp it tightly in the left hand.

In the hands of an unsuspected user, the Steel Ward will give the bearer +10 CDF against all iron weapon blows, including arrows and spears. If the bearer is hit

by such an item, 1 LP of damage will be subtracted from the rolled damage.

If the Steel Ward is used by a character with either Venus, Mars or the Moon aspected at their time of birth, then he or she will receive +20 CDF and will subtract 2 LP's damage from all blows that he or she receives from iron weapons whilst wearing the ward.

When utilized by a character with

- 1 Venus and Mars,
- 2 Venus and the Moon or
- 3 Mars and the Moon aspected on their Natal Chart,

the Steel Ward will give a +30 CDF and subtract 3 LP's of damage from all blows that are received by the wearer by iron weapons.

Persons with Venus, the Moon and Mars on their Natal Chart will have bestowed upon them a +40 CDF and the ward will subtract 4 LP's damage from each blow from an iron weapon that strikes the bearer.

THEFT WARD

MERCURY AND MARS FORTUNATE.

The Theft Ward is usually created with a small glass vial, which has been filled with quicksilver and had a bent silver coin inserted. Additionally, the hair of a Zhulik that has been caught and had his head shaved is immersed in the vial also and then the glass crucible is stoppered with a silver plug. A silver clasp is fastened around the neck of the tube and then suspended from the wearers neck by a silver chain.

If the Theft Ward is used by an unsuspected wearer, it will cause 1-6 LP's damage to any pilferer that tries to steal valuables from his person, horse or estate.

If the wearer has either Mercury or Mars on the ascendant at their time of birth, then anybody who attempts to steal anything from the wearer will suffer an automatic 1-10 LP's damage.

If the Theft Ward is employed by a person with both Mars or Mercury on the ascendant of their Natal Chart, then anyone who tries to steal from the wearer will suffer 1-20 LP's damage immediately.

WARD AGAINST UNSEEN ENEMIES

MARS AND MOON FORTUNATE.

The Ward Against Unseen Enemies will be made from a glass vial filled with Mercury and the left half of a weasels brain and fumigated with mastiche, frankincense, mace and sulphur. The glass is stoppered with an iron disk and red wax. It will usually be slung from the neck by a red cord and will often be worn under armor.

When this is utilized by an unsuspected user, the wearer will gain a +20 CDF against invisible or concealed opponents.

If the wearer has either Mars or Mercury on their ascendant, then he or she will receive a +30 CDF against all invisible or concealed opponents.

If the user has both Mars and Mercury aspected on their Natal Chart, then the wearer will get a +40 CDF bonus against all invisible or concealed enemies.

ELEMENTAL WARD

An Elemental Ward is a loose term for either a fire or cold ward. Elemental wards are actually crafted by a Volkhv and the specific methods that are employed will not be gone into in detail. Basically, the Volkhv may imbue an item with an Elemental spirit and in doing so, he is making the object the place where a particular spirit now resides. An Elemental ward may appear as any type of object whatsoever.

FIREWARD

The Fire Ward is created when an item has been "possessed" by an Elemental water spirit of various types. One feature of the Fire Ward is that it is characteristically damp at all times, even in a desert. The Fire Ward will protect the wearer from natural, Elemental or magical fire to a degree which is totally dependent upon the type of the Elemental water spirit. Roll below to calculate the protective qualities of the item. This will be the permanent protective value of the item.

Roll	Elemental Type	Water Bonus vs Fire	Fire Dmg
01-51	1	+1	-1 LP
52-72	2	+2	-2 LP's
73-83	3	+3	-3 LP's
84-94	4	+4	-4 LP's
95-00	5	+5	-5 LP's

* This Mental Defense roll vs Elemental fire bonus applies only to fire attacks to which a Mental Defense roll is applicable.

COLD WARD

The Cold Ward may be any item which has been specially imbued with an Elemental fire spirit by a Volkhv.

The Cold Ward will provide Mental Defense roll bonuses against cold attacks, reduced damage from natural and magical frost and cold attacks and a Cold Protection Factor (CPF) bonus.

Roll below to determine the protective value of the Cold Ward.

Roll	Elemental type	Bonus vs cold	Cold Dmg	CPF
01-51	1	+1	-1	+5
52-72	2	+2	-2	+10
73-83	3	+3	-3	+15
84-94	4	+4	-4	+20
95-00	5	+5	-5	+30

*The Mental Defense roll bonus applies only to those attacks for which such a roll is indicated as being possible.

HIDE OF CHANGE

MOON FORTUNATE

When a Shape Changer in animal form is slain during combat and the skin removed with a boning knife, it is possible that a very powerful Koldun may convert such a thing into a Hide of Change. The skin must be pegged out with silver pegs beneath the beams of the full moon and tanned by means of a silver scraper. When the skin has been fully prepared, it must be stuffed with indum, myrtle and bay leaves for three full months and then it may be used.

When worn, the skin will turn the wearer into a Shape Changer of the type dictated by the skin. The Hide of Change will appear as a tanned skin of that type, however, the edges of the skin will have been carefully stitched with white linen thread. Roll for the skin type and then refer to the non-human character section of this book to ascertain the abilities that the character will acquire when wearing the skin. Once the skin is donned,

the wearer must roll for a voluntary transormation in order to take it off. The numbers required to make such rolls are listed in the non-human character section also.

01-50	WOLF
51-60	LYNX
61-70	BEAR
71-80	BADGER
81-90	BOAR
91-00	HORSE

If the wearer had the Moon on the ascendant at the characters time of birth, the wearer will be given a bonus of +20% on their voluntary transformation roll.

SHIRT OF THE GIANTS

MARS FORTUNATE.

This shirt is fashioned from skin cut from the back of a slain Giant and tanned by means of scraping it with the sword that was used to strike the final death blow on it.

All hair is removed from the skin and it will then be dyed red in an iron vat which has been heated by a fire stoked with sanders wood. The shirt is then cut to the desired pattern with the prior mentioned sword and sewn together by catgut. The shirt is then hung above a low burning fire of cyprus wood for 8 days.

If worn by an unsuspected user, the shirt will give the wearer a *Strength* of 16. The player should take care to adjust whatever other abilities are enhanced by the increase in *Strength*.

If the wearer had Mars on the ascendant on their birth chart, he will receive an automatic *Strength* of 17.

Naturally, all other abilites related to *Strength* should be altered accordingly.

FOXBOOTS

MERCURY FORTUNATE.

These boots must be made from the pelt of a wily old fox which is know to have evaded hunters, trappers and dogs for its whole life and who has died of old age. The pelt is removed and tanned with a silver knife and then rubbed down with the fox's brain, bayberries, mace and frankincense.

The pelt should be suspended over the smoke of burning mastiche and herbal cinquefoil. The pelt is then cut to the required boot shape and stitched up with the

sinewy tendons of the fox's hind legs. These boots may be undistinguishable from a normal pair of short fox fur boots. The wearer of these boots will never leave tracks in normal terrain, but in snow, the tracks will appear only as that of a fox.

EAR OF DISTANT SOUNDS

MERCURY FORTUNATE.

To craft an Ear of Distant Sounds, the Koldun must cut off the ear of a dead rabbit and sew up the bloody stub with blue thread. He must then soak it in the blood of a sparrow mixed with ash seeds. To use this magicked object, the user must hold it aloft at arms length.

When used by an unsuspected user, the Ear of Distant sounds will impart the ability of Clairaudience (q.v.). The audible range of the ear will be 5 kilometers.

If used by a person with Mercury on the ascendant at their time of birth, the ear will act exactly as above, but with a range of 10 kilometres.

ROPE OF FIRM BINDING

MOON AND MARS FORTUNATE.

The Rope of Firm Binding is made from the hair of a slain Giant, plaited and then secured at either end by an iron clasp. The hair rope must be fumigated with sulphur fumes issuing from a small fire of cyprus wood.

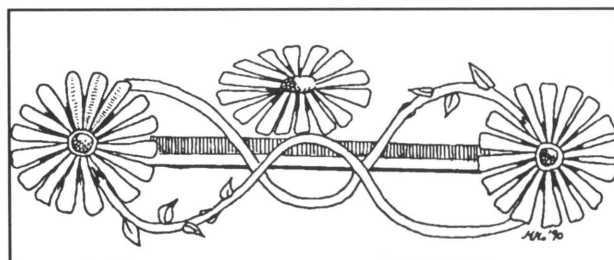
This rope will hold firm any person bound with it. The rope may not be cut, and will never snap.

CLOAK OF BODILY WARMTH

SUN FORTUNATE.

The Cloak of Bodily Warmth is woven from wool shorn from a ram on the summer solstice. The cloak must be fumigated with saffron and frankincense after the weaving has been completed and the cloak will usually be dyed yellow.

When worn by an unsuspected user the cloak will add +150 Cold Protection Factor (CPF) to the character's

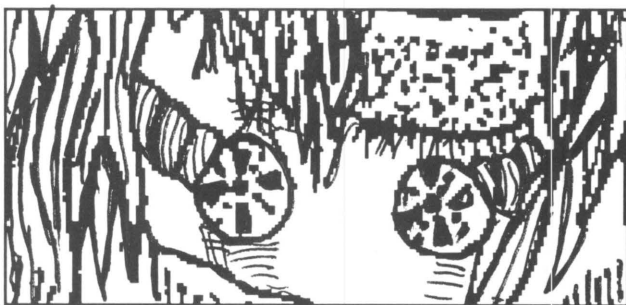


CPF score. This bonus includes the natural and magical CPF of the magicked object.

When worn by a user with the Sun aspected on their Natal Chart, the cloak will add +200 to the character's CPF score.

TORQUE OF STRANGLING

The Torque of Strangling is made from twisted strands of lead and iron. The item will usually appear as a well crafted piece of jewellery for male and female alike. Its length will be etched with ivy usually and in fact,



the torque is required to have been placed inside a strangling vine for one year.

If the torque is worn, the wearer will suffer 4 Dc10 damage due to the throttling and asphyxiating grasp that the torque has to the neck of the wearer.

THE SADDLE OF BREAKING

MARS AND VENUS FORTUNATE.

The Saddle of Breaking has a basic thin wooden frame crafted from the fence railings of a corral and nailed together by nails created from a sword that has slain a man in battle. The frame is covered by the skin of a slaughtered unbreakable stallion, which has been stitched with green thread and then stuffed with padding. The soft padding for the saddle is made from shredded goats wool mixed with rose leaves and petals.

When placed on an unbroken horse or other wild animal of horse size, the steed will be instantly rideable. When on the back of a broken horse, the mount will never buck, shy or display any bad habits.

HORN OF BOUNTY

SUN FORTUNATE.

The Horn of Bounty is created from the horn of a milking cow, which has been struck from it with one clean blow from a battle axe on the eve of Kulpala's

festival. The horn is hollowed out and then lined with pure gold. For 20 days, the horn must have food of every imaginable description rubbed along its rim and then on the 21st day, the horn is capped with a lid of gold which has a raised relief of grapes, apples, wheat and oats.

When the power of the horn is called upon by the user, he has but to open the lid and therein shall be enough food for one meal. The food that will appear will be as desired by the user. This may be done up to 3 times per day.

If the horn is activated by a character with the Sun aspected on their natal chart, then they will be able to get three meals from the horn per day.

BOOTS OF SUREFOOTEDNESS

MERCURY FORTUNATE.

The Boots of Surefootedness must be made from the hide of a swift colt. The skin must be removed from the slaughtered colt, tanned with a silver scraper and fumigated with bayberries and mace. The boots may then be cut to shape and stitched with the hair of the colt's mane.

When worn by an unaspected user, this item will allow the character to double his current footspeed distance figures.

If the boots are worn by a character with Mercury aspected on their natal chart, then they will bestow upon him or her triple the character's normal footspeed distance figures.

HORSE SHOES OF THE SWIFT GALLOP

MERCURY FORTUNATE.

These horse shoes are made of pure silver, cast in a frankincense impregnated clay mold, cooled in a bowl of mercury and then fumigated with the smoke of a burning

horses hoof. The shoes must be put on the horse by means of silver nails and checked every 5 days, otherwise the horse will lose 1 of these shoes for every day over that 5.

When a horse is shod with the Horse shoes of the Swift Gallop, the horse's normal footspeed movement figures are doubled.

THE ROLE OF THE ARBITRATOR

Without a doubt, the Arbitrator is the most important single factor behind a game of RUStm. His role may best be likened to that of a host at a party i.e to provided suitable entertainment for his guests, the players.

The Arbitrator must be thoroughly conversant with all of the information contained in this book, player generation, combat resolution, random character *generation*, the Holy Miracles, Sorceries, beasts and the like. His knowledge of the rules contained within these two covers will directly reflect upon his ability to conduct play in a quick and fluid style, which will keep all of the players captivated, motivated and above all interested in the game that they are playing.

Adventure design is the quintessential factor in determining how interesting a particular gaming session will be for all concerned and for this reason, Arbitrators should set aside a reasonable amount of time before each game meeting to design new and intriguing escapades for the players. Arbitrators should often take into account the type of adventure that interests the players most and direct his designing in this area and the likely result will almost always be an enjoyable game for all. Many Arbitrators will be surprised to find out just how many excellent ideas they can come up with, even in just a few moments of spare time. Imagination should be used generously both in the descriptions given to the players and the overall plot or layout for an adventure. By reading a wide range of translated Russian literature on history, architecture, myths, folklore and legends it will be easily possible for the Arbitrator to expand not only his knowledge of olden Rus, but his library of ideas or even lead to the formulation of new and totally undreamed of exploits. This supplementary reading is a must for the serious RUStm gamers and it will only serve to better the standard of designed adventures and play itself.

The means by which an Arbitrator explains and describes events during playing time is extremely important, since it helps players to formulate images of the actions occurring and allows them to regulate the actions of their characters more effectively in any

given situation. Lackluster descriptions will invite feelings of disinterest, which are counterproductive to say the least.

Generally speaking, it is best for the Arbitrator to design his adventures in full and this will allow firm control over the events that occur during play. On the odd occasion when play may be getting boring or bogged down, a beast encounter roll or two is just the trick.

It is also recommended that the Arbitrator purchase some tapes of Russian folk music, a dictionary of Russian words, or a phrase book perhaps. These things will allow the Arbitrator to introduce a distinctly Russian flavor into each playing session, as well as give some insight into the traditions and language of the Russian people. Just imagine the Volga Boatmans Song playing full blast as you ride at full gallop into battle against Pechenegi horsemen.

THE ARBITRATOR'S SCRIBE.

Whilst RUStm is an extremely realistic and relatively simple game, it is often a good idea if an individual is seconded to help the Arbitrator on a regular basis. This person is not permitted to be a player and should be known as the Arbitrator's Scribe. This position has the effect of lessening the work load of the Arbitrator, which in turn ensures that play may progress at a fairly rapid rate, whilst at the same time being as realistic and enjoyable as possible. Only a very organized type of person should be considered for the position of Arbitrator's Scribe, since he or she is instrumental in helping the Arbitrator to maintain a smoothly running game.

DUTIES OF THE ARBITRATOR'S SCRIBE.

[1] Time Keeping : The Arbitrator's Scribe's primary function is to keep a strict record of the passage of game time, though more especially so during periods of combat.

[2] Weather : Every 2 hours of game time, the Arbitrator's Scribe should make rolls for changing weather and accordingly inform the Arbitrator and players of such changes.

[3] Maintaining character records : The Arbitrator's Scribe should maintain an up to date record of all characters being used within the game. Such a person

TEMPERATURE AND WEATHER FOR JANUARY / FEBRUARY

	TEMPERATURE		PREVAILING WEATHER
	JANUARY	FEBRUARY	
01	-3	-1	Clear with moderate breeze
02-03	-4	-2	Clear with strong gusts
04-05	-5	-3	Overcast, nil wind
06-07	-6	-4	Overcast, nil wind
08-09	-7	-5	Overcast, nil wind
10-11	-8	-6	Overcast, slight breeze, hail
12-13	-9	-7	Overcast, slight breeze, hail
14-16	-10	-8	Overcast, slight breeze, hail
17-19	-11	-9	Overcast, moderate breeze, hail
20-23	-12	-10	Overcast, moderate breeze, light snow
24-28	-13	-11	Overcast, moderate breeze, light snow
29-72	-14	-12	Overcast, strong gusts
73-77	-15	-13	Overcast, strong gusts, light snow
78-81	-16	-14	Overcast, strong gusts, light snow
82-84	-17	-15	Overcast, howling winds, light snow
85-87	-18	-16	Overcast, howling winds, heavy snow
88-89	-19	-17	Overcast, howling winds, heavy snow
90-91	-20	-18	Overcast, storm winds, heavy snow
92-93	-21	-19	Overcast, storm winds, heavy snow
94-95	-22	-20	Overcast, storm winds, heavy snow
96-97	-23	-21	Overcast with snow blizzard and gale
98-99	-24	-22	Snow blizzard and gale
100	-25	-23	Snow blizzard and gale

Daylight hours - subtract 4 from die roll

Night time hours - add 4 to the die roll

TEMPERATURE AND WEATHER FOR MARCH / APRIL

	TEMPERATURE		PREVAILING WEATHER
	MARCH	APRIL	
01	5	7	Overcast, electrical storm, rain, strong gusts
02-03	4	6	Overcast and rain with strong gusts
04-05	3	5	Overcast, nil wind, drizzle
06-07	2	4	Overcast, slight breeze
08-09	1	3	Overcast, slight breeze, drizzle
10-11	0	2	Overcast, moderate breeze
12-13	-1	1	Overcast, moderate breeze, hail
14-16	-2	0	Overcast, strong gusts, hail
17-19	-3	-1	Clear, strong gusts
20-23	-4	-2	Clear, howling winds
24-28	-5	-3	Clear, gale force winds
29-72	-6	-4	Overcast, slight breeze

73-77	-7	-5	Overcast, slight breeze
78-81	-8	-6	Overcast, slight breeze, light snow
82-84	-9	-7	Overcast, slight breeze, hail
85-87	-10	-8	Overcast, moderate breeze, light snow
88-89	-11	-9	Overcast, moderate breeze, light snow
90-91	-12	-10	Overcast, moderate breeze, light snow
92-93	-13	-11	Overcast, moderate breeze
94-95	-14	-12	Overcast, strong gusts, light snow
96-97	-15	-13	Overcast, strong gusts, light snow
98-99	-16	-14	Overcast, strong gusts, light snow
100	-17	-15	Overcast, howling winds, heavy snow

Daylight hours - subtract 4 from the die roll

Night time hours - add 4 to the die roll

TEMPERATURE AND WEATHER FOR MAY / JUNE

	TEMPERATURE		PREVAILING WEATHER
	MAY	JUNE	
01	23	27	Clear, warm howling winds
02-03	22	26	Clear, warm howling winds
04-05	21	25	Clear, strong warm wind gusts
06-07	20	24	Clear, strong warm wind gusts
08-09	19	23	Broken clouds, moderate warm breeze
10-11	18	22	Clear, moderate warm breeze
12-13	17	21	Clear, slight warm breeze
14-16	16	20	Broken clouds, nil wind
17-19	15	19	Broken clouds, nil wind
20-23	14	18	Broken clouds, no wind, slight drizzle
24-28	13	17	Broken clouds, slight breeze
29-72	12	16	Broken clouds, slight breeze
73-77	11	15	Clear, slight breeze
78-81	10	14	Overcast, slight breeze
82-84	9	13	Broken clouds, moderate breeze
85-87	8	12	Clear, moderate breeze
88-89	7	11	Broken clouds, moderate breeze
90-91	6	10	Overcast, strong gusts, electrical storms
92-93	5	9	Overcast, rain, electrical storms
94-95	4	8	Overcast, rain, strong gusts
96-97	3	7	Overcast, nil wind, fog
98-99	2	6	Overcast, slight breeze, rain
100	1	5	Overcast, slight breeze, drizzle

Daylight hours - subtract 4 from the die roll

Night time hours - add 4 to the die roll

TEMPERATURE AND WEATHER FOR MAY / JUNE

	TEMPERATURE		PREVAILING WEATHER
	MAY	JUNE	
01	23	27	Clear, warm howling winds
02-03	22	26	Clear, warm howling winds
04-05	21	25	Clear, strong warm wind gusts
06-07	20	24	Clear, strong warm wind gusts
08-09	19	23	Broken clouds, moderate warm breeze
10-11	18	22	Clear, moderate warm breeze
12-13	17	21	Clear, slight warm breeze
14-16	16	20	Broken clouds, nil wind
17-19	15	19	Broken clouds, nil wind
20-23	14	18	Broken clouds, no wind, slight drizzle
24-28	13	17	Broken clouds, slight breeze
29-72	12	16	Broken clouds, slight breeze
73-77	11	15	Clear, slight breeze
78-81	10	14	Overcast, slight breeze
82-84	9	13	Broken clouds, moderate breeze
85-87	8	12	Clear, moderate breeze
88-89	7	11	Broken clouds, moderate breeze
90-91	6	10	Overcast, strong gusts, electrical storms
92-93	5	9	Overcast, rain, electrical storms
94-95	4	8	Overcast, rain, strong gusts
96-97	3	7	Overcast, nil wind, fog
98-99	2	6	Overcast, slight breeze, rain
100	1	5	Overcast, slight breeze, drizzle

Daylight hours - subtract 4 from the die roll

Night time hours - add 4 to the die roll

WEATHER

TEMPERATURE AND WEATHER FOR JULY / AUGUST

	TEMPERATURE		PREVAILING WEATHER
	JULY	AUGUST	
01	26	25	Broken clouds, gale force hot winds
02-03	26	24	Overcast, nil winds
04-05	25	23	Overcast, nil winds
06-07	24	22	Clear, warm howling winds
08-09	23	21	Clear, warm howling winds
10-11	22	20	Clear, warm howling winds
12-13	21	19	Clear, strong warm wind gusts
14-16	20	18	Clear, strong warm wind gusts
17-19	19	17	Broken clouds, moderate warm breeze
20-23	18	16	Clear, moderate warm breeze
24-28	17	15	Clear, moderate warm breeze
29-72	16	14	Clear, warm slight breeze
73-77	15	13	Broken clouds, nil wind
78-81	14	12	Broken clouds, nil wind, slight drizzle
82-84	13	11	Broken clouds, slight breeze
85-87	12	10	Broken clouds, slight breeze
88-89	11	9	Clear, slight breeze
90-91	10	8	Overcast, slight breeze
92-93	9	7	Broken clouds, moderate breeze
94-95	8	6	Clear, moderate breeze
96-97	7	5	Broken clouds, moderate breeze
98-99	6	4	Overcast, strong gusts, electrical storms
100	5	3	Overcast, rain, electrical storms

Daylight hours - subtract 4 from the die roll

Night time hours - add 4 to the die roll

TEMPERATURE AND WEATHER FOR SEPTEMBER / OCTOBER

	TEMPERATURE		PREVAILING WEATHER
	SEPTEMBER	OCTOBER	
01	23	21	Clear, warm howling winds
02-03	22	20	Clear, warm howling winds
04-05	21	19	Clear, strong warm wind gusts
06-07	20	18	Clear, strong warm wind gusts
08-09	19	17	Broken clouds, moderate warm breeze
10-11	18	16	Clear, moderate warm breeze
12-13	17	15	Clear, moderate warm breeze
14-16	16	14	Clear, warm slight breeze
17-19	15	13	Broken clouds, nil wind
20-23	14	12	Broken clouds, nil wind, slight drizzle
24-28	13	11	Broken clouds, slight breeze

29-72	12	10	Broken clouds, slight breeze
73-77	11	9	Clear, slight breeze
78-81	10	8	Overcast, slight breeze, drizzle
82-84	9	7	Broken clouds, moderate breeze, rain
85-87	8	6	Clear, moderate breeze
88-89	7	5	Overcast, strong gusts, electrical storms
90-91	6	4	Broken clouds, moderate breeze, rain
92-93	5	3	Overcast, rain, electrical storms, howling winds
94-95	4	2	Overcast, rain, strong gusts
96-97	3	1	Overcast, nil wind, fog
98-99	2	0	Overcast, slight breeze, rain
100	1	-1	Overcast, slight breeze, hail

Daylight hours - subtract 4 hours to the die roll

Night time hours - add 4 hours to the die roll

TEMPERATURE AND WEATHER FOR NOVEMBER / DECEMBER

	TEMPERATURE		PREVAILING WEATHER
	NOVEMBER	DECEMBER	
01	11	3	Clear, slight breeze
02-03	10	2	Overcast, slight breeze, drizzle
04-05	9	1	Broken clouds, moderate breeze, drizzle
06-07	8	0	Clear, moderate breeze
08-09	7	-1	Overcast, strong gusts, electrical storms
10-11	6	-2	Broken clouds, moderate breeze
12-13	5	-3	Broken clouds, moderate breeze
14-16	4	-4	Broken clouds, moderate breeze
17-19	3	-5	Broken clouds, slight breeze
20-23	2	-6	Broken clouds, slight breeze
24-28	1	-7	Overcast, nil wind, fog
29-72	0	-8	Overcast, moderate breeze
73-77	-1	-9	Overcast, moderate breeze, hail
78-81	-2	-10	Overcast, moderate breeze, light snow
82-84	-3	-11	Overcast, moderate breeze, light snow
85-87	-4	-12	Overcast, strong gusts
88-89	-5	-13	Overcast, strong gusts, light snow
90-91	-6	-14	Overcast, strong gusts, light snow
92-93	-7	-15	Overcast, howling winds, light snow
94-95	-8	-16	Overcast, howling winds, heavy snow
96-97	-9	-17	Overcast, howling winds, heavy snow
98-99	-10	-18	Overcast, storm winds, heavy snow
100	-11	-19	Overcast, storm winds, heavy snow

Daylight hours - subtract 4 from the die roll

Night time hours - add 4 to the die roll

is responsible for handing such sheets to the Arbitrator whenever judgements are required in relation to a character's true abilities during playing time.

[4] Scrutinizing Player actions : The Arbitrator's Scribe should also keep an eye on the characters use or abuse of CAP. Any time alleged abuses occur, he should duly inform the Arbitrator.

[5] Player Perishables : The Arbitrator's Scribe is also tasked with deleting items from a character's file whenever something is used or discarded. Such deletions will no doubt include arrows, money, spears, food, herbs and other materials required for spell casting.

[6] Rolling Beasts : The rolling up of beasts or other people in chance encounters is strictly the realm of the Arbitrator's Scribe. These are handed to the Arbitrator to be used in game play.

[7] CPF Monitoring : Whenever players are journeying during cold weather, the Arbitrator should always relate the prevailing temperature to the CPF of all characters exposed to the elements. If characters are not properly rugged up, then it is the Arbitrator's Scribe's job to subtract one CPF from each improperly dressed character for every minute of game time that such a character remains under the adverse affects of such weather.

[8] Horse husbandry : The Arbitrator's Scribe should keep track of the care or lack of it supplied to all horses owned by characters. He or she should also administrate any bad habits for such steeds that may crop up from time to time.

[9] Carriable weights : The Arbitrator's Scribe should keep track of all weights being carried by players and their horses. Subsequently he will be able to determine their true footspeed category and spot any alleged abuses of the system in this area.

[10] Foot endurance : Once players or horses break out into a sprint or gallop, a jog or trot, the Arbitrator's Scribe should monitor the durations of such activity in order to prevent them from thrashing themselves beyond believable limitations.

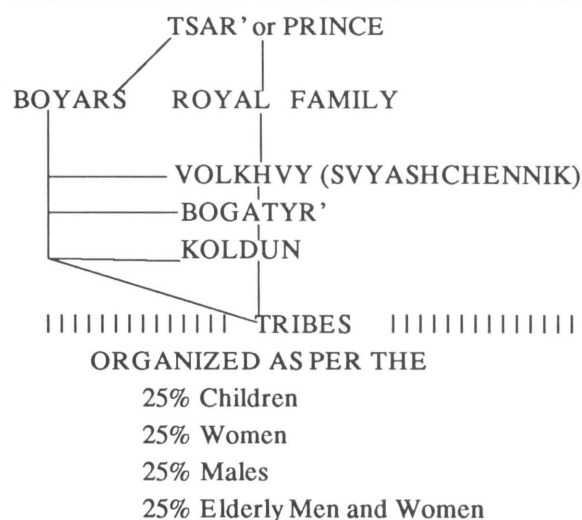
[11] Filing : All material designed by the Arbitrator should be kept in order by the Arbitrator's Scribe. For the purpose of doing so, a portable filing case is

most suitable. He or she should hand to the Arbitrator whatever material is required for play to be carried out and return to their respective filing space any material no longer needed during play. In this way, the Arbitrator is not inundated with extraneous paperwork.

[12] Maps : The Arbitrator's Scribe is charged with keeping a record of all maps designed by the Arbitrator and issuing them to the Arbitrator as need be.

THE SOCIO POLITICAL STRUCTURE OF RUS AND THE BASIC TRIBAL VILLAGE UNIT.

THE POLITICAL INFRASTRUCTURE OF RUS



The socio - political system of Heathen Rus was in many ways, similar to the other Monarchies and Caliphates of Europe and The Middle East.

For Christian cities and villages everything will remain unchanged except for the fact that leaders will take advice from the Svyashchenniks and Russian Orthodox clergy and all of the Volkhyv and Kolduns will be relegated to the ranks of fugitives and treated as being little more than outlaws. Any Koldun or Volkhyv known to such areas must escape to more rural provinces or to neighboring countries. It is possible for them to exist in a Christian society only as long as their true identity and Profession remains unknown, largely by masquerading as devout Christian folk and then living their double life. At the head of the political tree is the Tsar': The great leader of the people of Rus and head of Russian royalty. He posses-

ses the supreme executive power, besides the Royal family, there are three, but unofficially four groups of people who can influence him in his decisions. Thus, he is unquestionably the most important factor in maintaining a coherent conglomeration of the multitudinous power wielding bodies and tribes.

Most notable of these groups are the Boyars, similar in concept to Lords. Besides the Royal family, the Boyars are the most powerful body of people within Rus, not only in regard to their political clout, but to their wealth and influence over Chieftains within their sphere of control.

They possess enormous tracts of land, which have been confiscated or bought from Tribal Chieftains for a princely sum and upon which are founded large zones under cultivation. Chieftains, traditionally the head of power amongst their own tribes, were the prime unit of power in the time preceding the House of Rurik and, they in turn, became dignified minions of the Boyars. In this way, the Boyars have by now become rulers of the land and its people, largely by means of their control of the Chieftains.

Not only do the Boyars control the bread "Khlyeb" of Rus, but they control the lions share of trade, both within Rus and between Rus and the other trading peoples of the known world. They are the economic giants. The Tsars' know well of the Boyars' true might and pay heed to the wishes of the council of Boyars when making decisions.

The Volkhvy are the second most influential group in so far as they are leaders of their elemental based religion, a religion espousing harmony with nature in order for life to best flourish. The Volkhvy hold great sway over the minds of the people and are generally perceived to hold the prosperity and well being of the economy and the masses in their hands, ostensibly through the degree of rapport that they have with the elemental gods.

When deliberating upon matters pertaining to nature and the elements, the Tsar' will always adopt the viewpoints and recommendations of the Volkhvy.

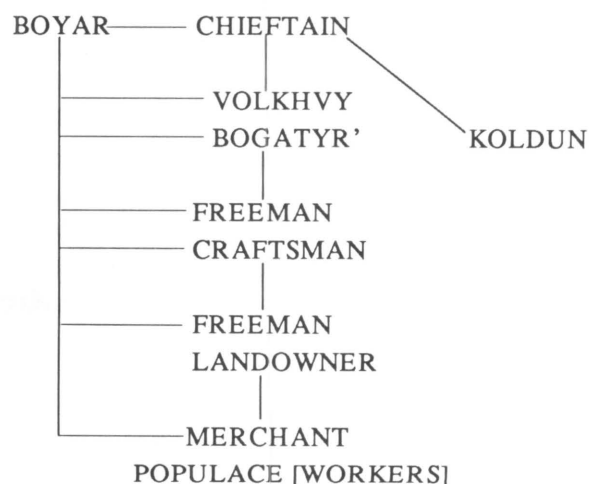
The Tsar's Bogatyr' are the third most group in terms of influence upon him. In military matters, the Bogatyr are the last word. At his disposal, the Tsar'

will have a number of these trusty and extremely capable fighting men, people who control the design and maintenance of the Tsar's fortifications, the Tsar's Varangian bodyguards and the troops at the Tsar's disposal. They will always have massive leverage during the formulation of campaigns against foreign powers and will be charged with strategic and tactical control of the Tsar's troops on the battle field.

Lastly, there are the Koldun. Highly skilled in the mystic arts and fortune telling (gadanye), the Koldun are often able to subvert the advice given to the Tsar, by the other three groups. The Tsar' has quite regularly got a willing ear for them and for this reason, there is often a good deal of jealousy of the Koldun by the other power players, but more especially so by the Volkhvy. It should be noted that the Koldun have never been traditionally recognized as official advisors to the Tsar', but nevertheless, that is a role that they play on the odd occasion.

The towns and villages of Rus have a hierarchical structure, not unlike that of Rus itself and, indeed, it is not unreasonable to speculate that Rus may have been based upon the traditional tribal chiefdoms, but on a more grandiose scale.

TABLE OF TRIBAL / VILLAGE HEIRARCHY



25% CHILDREN
25% MEN
25% WOMEN
25% ELDERLY

*SLAVES

Firstly, the Boyars are the obvious link connecting towns and village existence with the higher echelon of the Rus society. The Chieftain, as well as the Freeman (Craftsmen, Merchants and Landowners) have a wide range of dealings with the Boyar who encompasses their areas. In some cases, the Freeman Landholders and Merchants, will have their own land or business respectively, but usually they will be acting as overseers, stewards or business agents, for either the Chieftain or Boyar.

The Chieftain is the head of a town or village and the right of such a rule is more often than not, conferred by birthright.

The Chieftain will be the owner of most village land, apart from that land which has been sold or granted to the Boyars or Freeman. The Chieftain inherits his own retinue of Slaves at birth, as well as the Peasants that are responsible for working his farmlands and performing tasks as he sees fit. He has sole control of the village by virtue of his birthright and extensive landholdings and runs it as he feels necessary, of course, with the due consultation of the Boyar, Merchants and Freeman who may have a significant controlling influence in the town or village.

Freemen Craftsmen often possess their own Slaves and perform skilled tasks for the Vozhd' in return for payment of some type. They may have migrated to the village, may have been an emancipated Slave or Peasant, or may have somehow generated enough money to buy their way out of poverty. On occasion, they may be found in the employ of the Boyar. (qv. number of Slaves owned).

Freemen Landholders in some instances own their own land, but usually are in place to control the day to day workings of the Vozhd' and sometimes Boyars farmlands, orchards, herds or studs. In situations where they are acting in this managerial mode, they frequently interact with the Vozhd', and they both have a close working relationship. Independent Freeman Landholders usually sell a good portion of their produce to the Vozhd' in times of shortage, or to neighboring villages to help bolster flagging levels of foodstuffs.

FREEMAN MERCHANTS - these people run the trading between their village and others, as well as between their own village and quite distant trade centres, such as Tsargrad. They are very important to a village's economy, since they help supply it with necessary and luxury goods and commodities, things that would normally be unattainable within the normal village. The Merchants will of course, have a greater than normal personal wealth as a result of their often profitable dealings. Merchants may either be running their own business due to personal trade ties that they may have elsewhere, or indeed they may be acting as agents for a Boyar, doing most of the buying selling and footpeddling for them.

VOLKHYVY : In all matters religious, the Vozhd' will consult the Volkhyvy for advice, though more especially so when the elemental gods of nature have adversely treated their village community. During times of economic hardship caused by the loss of stock to frost or crops to hail for example, the Volkhyvy will be almost in control of the village, trying to figure out the means by which the villagers may atone themselves as well as what offence has occurred to incite such catastrophes.

BOGATYR' : The Bogatyr' is the Vozhd's chief man-at-arms and is responsible for advising the Vozhd' concerning the village's defenses, armor and weapons supplies and, of course, martial training for village males.

KOLDUN : The Koldun is an advisor to the Vozhd', though on a more secretive level, since his powers of prophecy have the capability to refute any seemingly sound advice tendered by the Volkhyvy, Bogatyr's and Freeman of the village. For this reason, the Volkhyvy are held in personal disrepute for so called political treachery. As has been also mentioned prior to this, many people of the village will have cause to visit him, particularly after the birth of their children or to enhance their station in life via sorcery. So, although despised by many people, the Koldun is consulted frequently by a broad cross-section of the community who have the currency necessary to cover his services.

WORKERS : The basic building block of the village in Rus is Slave and Peasant labour and, they will always constitute the biggest single social entity within the community. Slaves have either been bought, captured in battle or inherited from father to son. Peasants are not officially slaves in name, but the poor folk of the village. A ready source of cheap labour, the Peasants do receive a wage though albeit an extremely modest one, which has been calculated so as to never allow them to rise above their impoverished life.

This being the case, the family stock of any given Peasant will have been part of the said village community, seemingly since time immemorial. They are totally dependant upon the Vozhd' for their protection and means of survival. In times of conflict, peasant males will constitute the largest portion of the fighting force within the village. The females will be charged with the production of woollen cloth, tapestries, farmwork and cooking or whatever else.

During any time of crisis, the Vozhd' will call the whole community together, beside Slaves and, allow everyone to take a vote on what courses of action should be taken, though only after having considered the counsel of all the main village personalities. This type of vote was not so much the determining factor behind what stance would be adopted, but was yet another viewpoint that the Vozhd' could draw upon when making his final decision. Lastly, there are the Zhuliks, Drifters and Brigands who are not part of any society. They make their livelihood by hunting and exploiting the fruitful labours of Merchants and other workers. In a real sense, they are fringe dwellers, answerable to no-one but themselves. They are entering a village and their brigantine exploits are known, then they will be expelled from the community or even worse. If their means of survival is not immediately obvious in the new locality, it is frequently the case that they will try and pass themselves off as a totally different type of person in order to win the confidence of the locals, thus placing themselves in a position from which they may profitably enhance their extraction of monies from others. Only those Zhuliks

that are successful at deceiving others may easily interact with different communities.

NUMBER OF SLAVES TABLE

STATUS	6	7	8	9
SLAVES	1-3	1-6	1-20	1-40
STATUS	10	BOYAR	PRINCE	
	1-80	1-100	500-1000	

HOUSEHOLD ITEMS

The normal type, quality and quantity of goods that may be found in any given residence or room are strictly dependant upon the Status of the persons residing there.

This section of RUS^{lm} lays out the range of personal effects based upon Status

STATUS 1 AND 2

People of Status level 1 or 2 may never own their own living quarters and instead have to live in an area set aside by their master for their billeting. This billeting area may either be in an isolated corner of the house, in a stable or in a separate building, apart from the master's abode.

As a rule of thumb, people of this status level will have very little discernable furniture. They will make the fullest possible use of buckets, firewood and the like for chairs, and chests or any other relatively flat surface for a table.

They will use straw and thatching as a comfortable sleeping mattress and cover themselves with sacking or old cloth and bark during the sleeping hours. They rely to a great extent upon the body warmth of other members of the family group, especially during the colder months.

For cooking, Slaves are usually supplied with a small cooking hearth, which doubles as a very basic heating source. They will possess the following utensils:

- [1] A wooden board and scooper for each member of the family group, which serve as their eating equipment.
- [2] A small metal pot use for cooking oat gruel e.t.c
- [3] An iron knife used to cut and portion meats.
- [4] A mill stone used to de-husk oats and other

grains.

[5] A roughly carved wooden mixing bowl.

[6] A bucket for drinking water together with a wooden dipper.

[7] Sticks used for roasting game over the fire as well as removing the hot metal pot from the hot flame.

Status level 1 people (Slaves) will usually be given their weekly rations by their owner. These will usually consist of oats, tea, wheat and various vegetables. The Slaves will supplement this meager food allotment with small game such as rabbits, pigeons or whatever may have been caught outside their working hours, together with berries, nuts or a vast array of vegetables that may be found growing in the wild. This food will usually take pride of place within the living area, located in a relatively clean place for all to see. It is not uncommon for Slaves to steal more than their given quota of food from their master and it will always be hidden in a rather safe place, secure from the prying eyes of their owner.

These people will have the small cooking hearth as their main source of light and they will additionally utilize small chips of lit wood (usually pine wood) as makeshift candles.

They will usually have dirt flooring in their living area, though a liberal scattering of straw will be found if they have it to spare.

Often under such living conditions, the Slaves take great pride in making their own works of art to help beautify their otherwise drab surroundings. Such artworks will usually consist of toys and statuettes, whittled from sticks and wood, as well as some small tapestries.

The Slaves have mainly shabby linen clothing and 1 or 2 knitted woollen vests amongst a family. In cold weather they will be given a felt cloak for warmth when working outside, but this is really the property of the Slave's owner.

Spindles and looms will always be found in a Slave's quarters, since they are required to turn out a predetermined quantity of woollen cloth monthly for their master.

Slaves are never allowed to own their own weapons and nor will they be permitted to bear arms, even during a raid on their village. A Slaves living area is often littered with farming and cleaning utensils, as well as pans and pots for their masters cooking. Slaves may have a pet cat, or bird perhaps. Most of their clothing will be found folded in certain corners of the room and if they are lucky, they may even own a small handmade wooden box to hold these personal possessions.

STATUS 3 , 4 AND 5

The Peasantry or peoples of status levels 3, 4, and 5, comprise the large bulk of village folk and, although they receive a small amount of payment in the form of bronze coinage and extra food, they in fact, fare little better than the average Slave. Peasants will be living in quarters that have been allotted to them by their boss and they will usually share such accommodation with another blood related group of Peasants.

If need be, they will be told to share with a group of strangers.

The living quarters may be divided into two main rooms:

Sleeping Areas - There will be a large clay or stone oven with a flat top in which most of the baking is done. This oven serves as a sleeping platform during the long drawnout winters and allows the Peasants to benefit from the warmth that permeates through the walls of the oven. Peasants take great pains to ensure that the fire is stoked at all times, because not only does it ensure that the fire is perpetually warming them, but it ensures that the Domovoi (which lives at the back of the oven) does not leave them forever. The oven top will cater for about five sleepers and, the remainder will have to huddle around next to a small fire situated somewhere else in the room in a small stone hearth. All Peasants will have knitted woollen blankets to keep them warm as they sleep. Stacks of firewood are usually piled against the side of the oven.

There will be a large table and bench chairs capable of seating 4-6 people, which have been crafted from logs and polished. Much of the family activities occur in this room, and it is usually at *this table that the*

mother or grandmother spend their time preparing food for their hardworking family members.

Cooking Gear - Peasants will have a number of cast iron pots for the cooking of stews and soups, as well as pans for the frying of bliny. (Russian pancakes) They will have knives for portioning meat and, clay or wooden bowls and plates for eating their food. Pokers and a small hand shovel will be located near the main oven to ensure that the area is clean and free from charcoal and ash. There will be a long spatula for taking bread, etc out of the oven also. There will, of course, be a mill stone for processing the grain before cooking.

Provisions - Peasants will have several woven baskets in their abode, which contain various types of grains, such as oats and wheat. These will usually be used when making bread, kasha (porridge) or any other baked foodstuffs. This grain is collected daily from the village granary by one of the families children. There may be some fish or small game that has been killed or trapped during the day on an opportunity knocks but once basis and, this will usually be eaten that same day. Peasants will usually share their extra food with other families who have none. This gift is always reciprocated when the other family has been blessed with some good catches. There will always be berries and nuts for them to eat during the warmer months and, this is often a job for the children to carry out in their spare time.

Lighting - Most Peasants will save whatever animal fat may be taken from the slaughtered game and melt it down into a liquified, waxy material, which will burn similar to a candle when a wick is inserted into it. The "Candle" wax will usually be held in a small clay urn with the wick supported by a piece of wood. Additional lighting is supplied by the hearth and small chips of ignited kindling. The animal fat candles throw out a pungent smoke as they burn. Most walls will be of the wattle and daub construction method. Women will always try to beautify their living area and will often embroider lovely linen wall hangings if time permits.

Places will usually have dirt floors and the use of animal pelts as floor coverings will be frowned upon by poor families, since they are valuable commodities.

Families that use furs and pelts as scattered floor coverings are viewed as being extravagant, or well to do by their peers. Some items such as Matryoshki (dolls) or painted plates and toys may be found in various states of completion also. Usually, the grandfather will spend his available time painting, making and decorating such things. Wood-craft tools will usually be found on a shelf somewhere. Such tools are used in the work duties that they perform for their bosses, as well as for carrying out home duties and craftwork.

There will always be a spindling wheel and baskets of wool in the Peasant abode, but neither the wheel nor the wool belong to the Peasants. Women will often be required to make woollen yarn for their master and then weave it into cloth. In return, the master will allow them to keep a certain amount of cloth for the family to turn into clothing.

All family members will be dressed in woollen and linen clothes, although the woollens will be their better wear. There will usually be 1-3 patchwork for cloaks, made from the pelts of animals that the menfolk have killed whilst trapping and hunting. These will be shared by those family members who need to work outside during winter.

There will be buckets in which the washing of eating utensils and clothes are done. Women will have lavender and other herbs bagged to take away the acrid smoke of the animal fat candle smoke. Women will have combs and brushes to groom their hair.

The family is not allowed to have any weapons besides their hunting bows and butchering knives. In times of war, the boss will train the menfolk to use weapons, and the issue of weapons will be from the Vozhd's armory.

There will always be a bucket of drinking water with a ladle. Usually the family will own a goat, which will keep the family supplied with milk. The family will make their own cheese. Furthermore, Peasants would be required to make butter and cheese for their bosses. Peasant families will keep their good clothing, jewellery and other valuables in one or more chests.

There will be a number of herbs and other natural medicines in the home for use as remedies in colds

and other illnesses and infirmities. For their more complex health needs, they would go to the village Volkhv.

STATUS 6 AND 7

The Freeman, Craftsmen and Land Holders are relatively wealthy and will have a number of Serfs in their employ and several Slaves. They will always have some business premises in the case of Craftsmen and their Slaves will make their abode there. The Peasant workers, of course, will have their own abode which has been financed by their employer. As a rule, the craftsmen will be less well off in comparison to the landowner, since he will have to pay rental on off-shoot properties. Landowners will require their Peasants and Slaves to live in huts assigned to them. These huts may or may not be within the confines of the village and a certain group of families will be assigned to the full time care of outlying farming properties. Most of the Craftsmen and Landowners will prefer to live in the villages or cities for their own protection. Very little in the way of cleaning equipment tools and foodstuffs will be found in the living quarters of these freemen, since the Slaves will always be tasked with their timely removal. All cooking for the bosses and their families will be done by Peasant families, since Slaves are considered to be more likely to make use of poisons in retaliation for ill treatment.

The sleeping areas of freemen will always be warmed by several hearths, which are designed to provide a comfortably warm and radiant heat source. No cooking is done in these hearths and they are cleaned daily by the Slaves. Freeman will always sleep in sightly wooden beds covered by a sheepskin underlay. For extra warmth, woollen blankets and furs will be used as blankets during the night. Children will sleep in a second room, which is usually partitioned from the main parental living area by a lavish tapestry. A lengthy table, together with a number of chairs are used extensively in the entertainment of guests. Numerous well crafted shelves adorn the walls to support the extra personal wealth and possessions that they have acquired.

Metal bowls of berries, fruit, cheeses, sausages and meat sit on tables for the Freeman to sup on as they

wish. Carafes of wine and honey mead stand on the main table. Lighting will be plentiful and in the form of wax candles, which are held in clay candle stands of various shapes and descriptions. Slaves ensure that wax drippings, etc are cleaned away daily.

There will also be a time candle burning on the odd occasion. Each candle is made so that 1/3 of its length equals one hour. Such candles are changed by Slaves every three hours.

There will also be pieces of art decor in various parts of the house. These may be bronze or brass statuettes of various description, as well as paintings or colorful wall tapestries.

All Christian houses will have an Icon reverently placed in a prominent corner. In a heathen household, there may be a small shrine dedicated to one of the elemental gods.

Floors will always be boarded and covered with woven carpets or bearskins. The personal armor and weapons will be kept either on a wooden stand or in a chest. A sword and shield will always hang ready on one wall.

The Freeman will have his good saddle placed carefully in one corner together with all his harness and reins. A hunting bow and arrows will be hung, unstrung on wallpegs usually. There will often be a large brass water urn and ladle for the whole family to drink from. Most of these families will have a dog for security reasons and maybe a pet bird. Chests will be used to hold the better part of their finery, clothes, cloaks, boots, belt, etc.

There will often be 1-6 pieces of silver, jewellery and 2-200 gc, 6-600sc and 9-900 bc. The best part of these valuables will be concealed in a secret location, possibly in the wall, or under the floor boards.

STATUS 8

Merchants will always be luxuriant in their standard of living, having most of the perceived mod cons at their disposal. Their lives revolve around administering their personal wealth and affairs, as well as officiating in matters pertaining to their public office.

Furnishings will be numerous and they will have a number of tables and chairs crafted from expensive imported woods. Usually, their beds are extremely

comfortable and they will surely have fur blankets and silken sheets of the finest handwork. They will have several hearths, one of which shall be used for cooking. A trusted family member will always be responsible for the cooking of foods since the risk of being poisoned is very high at these status levels.

Merchants will have many exotic fruits, vegetables and meats to tempt the tastebuds of guests. All types of alcoholic beverages may be found in silver Carafes and people drink only from silver goblets in the house of a Merchant. Weapons and armour of fine craftsmanship may be found adorning the walls of a Merchant's feast area.

STATUS 9 AND 10

The grand houses of the Chieftains (Vozhd's), the Boyars, Royal family, the Princes and the Tsar's are usually laden with wealth and affluence largely undreamed of by the vast majority of people in olden Rus. Their massive entourages of Slaves and Peasants add further to their lives of hedonistic indulgence, by allowing them to partake of finer things such as education, politics, history and sports such as hunting and racing.

The average sleeping area of such people will be graced by the existence of several hearths designed to heat their rest quarters throughout. Such stone hearths will be of the finest craftsmanship intricately chiselled with a plethora of diverse motifs and they will be the subject of many a discussion during the entertainment of guests and consuls.

Their beds will usually be fashioned from the rarest of woods, possibly imported from as far away as China and India. The beds will be embellished with exquisite carvings and there is a 1 in 10 chance that they will also be inlaid with precious gems and gold or silver to the value of 50 gc.

Their mattress will usually be of goose-feather stuffing and will be covered by skillfully embroidered silken sheets from the silk mills of the Chinese Empire. Massive sable pelt blankets will provide luxuriant sleep with heavenly warmth.

Even in their sleeping quarters it will be possible to find a great table hewn from imported timber and fashioned with the greatest of skill. There will be seats

apiently also, and covered with velvet and other materials brought in from the looms of Islam.

There will be a pitcher stand crafted from
1-40 Marble, 41-59 Rare timber, 60-97 Silver and 98-00 Gold.

Resting therein may be found a pitcher with washing water. The washing bowl will be hammered from either silver or gold and there is a 30% chance it of being embellished with gems to the value of 10 gc. Large wall tapestries will adorn all walls and, as a rule, they depict the epic feats and adventures of the master in whose house they reside. Additionally, there will be silver edged wall mirrors to cater for the vanity of the master, his family and guests. All the tapestries will have been the work of either skilled Slaves or Peasants under his control. There will always be a silken entry curtain at the entrance to their sleeping quarters.

Along the walls will usually be found golden pegs and carved shelving for the storage of clothing and items, as well as the display of other heirlooms and oddities.

Statuettes of various things may be found along such walls and on the tables. In a heathen household they may be things such as battle or hunting scenes, horses, dragons and other beasts for example. In a Christian household, there will always be an Icon of considerable value placed respectfully aloft and small statues of Saints may be found in some corners of the house.

The floor of the house will usually be of highly polished woods, carefully maintained by Slaves. There will always be several bearskin or arctic fox skin rugs about the floor and the possibility of some fine Persian rugs is not unlikely.

The master of the house will have his favorite armor, weapons and shield stored in a neat and orderly way upon a stand in the sleeping quarters.

Jugs of wine, mead and vodka may be found interspersed throughout the household, together with silver trays of silver goblets, eating bowls, finger bowls and the like.

Food of all description may be seen at strategic areas about the house and a meal is but a finger snap away in such places.

No cleaning implements will be found lying about, save for those in the hands of hard working lackeys and the house is maintained in pristine condition.

The favorite saddle and reins of the master will always be found mounted on a suitable pedestal, alongside his best riding boots and hunting bow.

The study area will usually accommodate the scribes account ledgers and records as well as hand written books (inscribed in stacks of tablets) on diverse topics.

The master of such a house will usually have his favorite war dogs, which will roam freely about inside. It is a foregone conclusion that anyone of this status level will maintain a hunting falcon. Such a falcon will usually be perched in the main eating area of the house and will often be the lucky recipient of many table scraps.

Gold coins to the value of 10-1000 will be found on the premises at any one time. Silver and Bronze should easily amount to 30-3000 and 60-6000 coins respectively. Jewellery will be of undetermined number and quality also.

TIME

In RUStm, time is broken up into various sub units.

[1] The Desyatka = 10 seconds in real time

[2] Minuta = 1 minute

[3] Chetvyorka = 4 minutes

[4] Chas = 1 hour

That is, 1 Desyatka = 10 seconds

6 Desyatkas = 1 minute (minuta)

4 Minutas = 4 minutes (chetvyorka)

15 Chetvyorkas = 1 hour (chas)

On a Combat Level the most basic time unit used within the game is 10 seconds or a "Desyatka". There are 6 "Desyatkas" in one minute "minuta" and 4 "minuta" in the basic 4 minute time block or a Chetvyorka".

Chetvyorka x 15 = 1 hour "Chas"

When combat or other important actions are carried out, they are taking place on the "Desyatka" level. A person can run so many feet per Desyatka; He can

for example, have one attack, unsheath his weapon or recite a simple incantation, as well as do some other things, as well in a Desyatka. (q.v Combat Action Points)

WEATHER

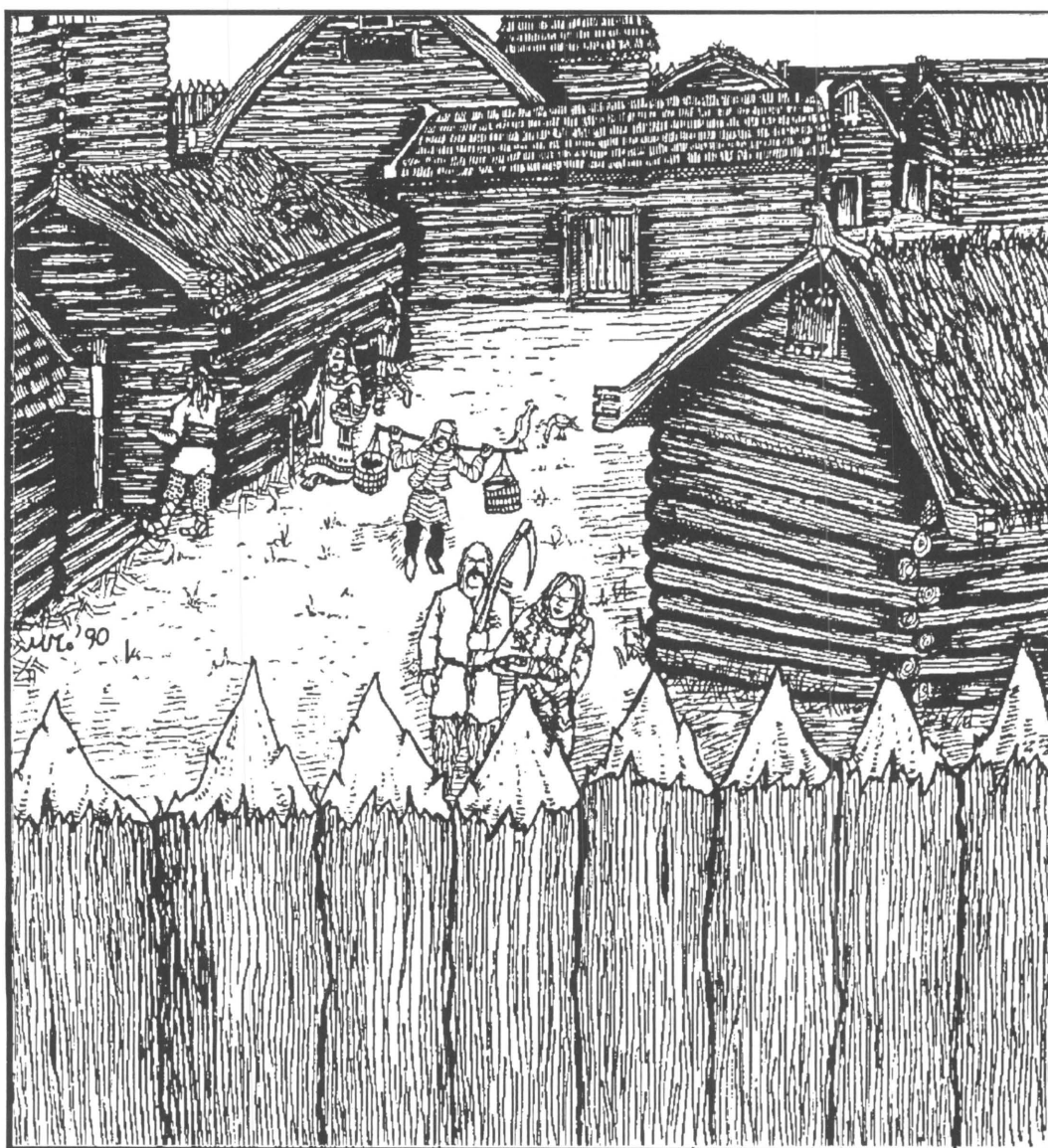
Rus is, and always has been, a land of weather extremes, extremes that have taken many a life and acted as Rus's greatest natural defence against foreign invasion on many occasions.

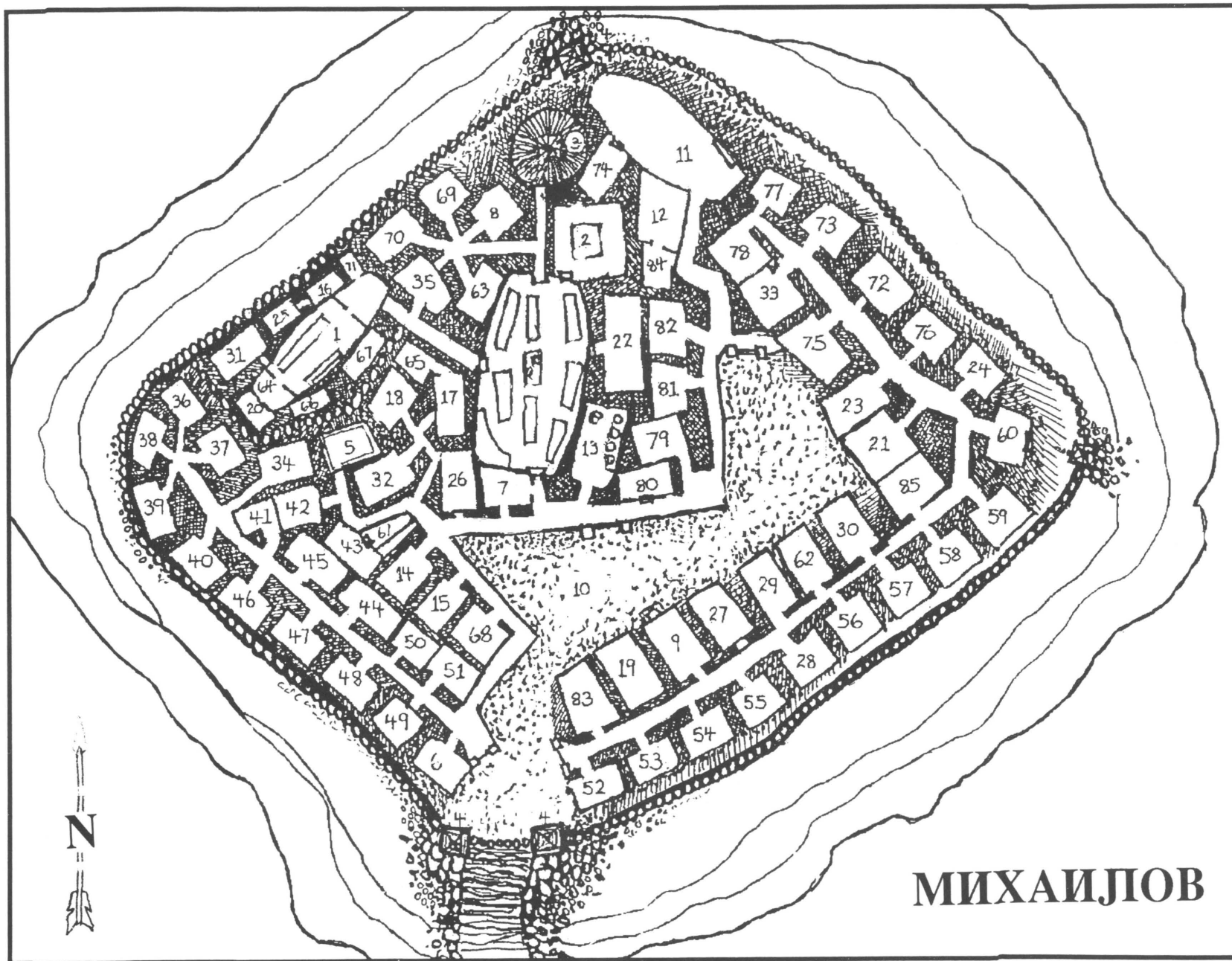
The random generation of temperature and weather for Rus is carried out on the following six tables, after taking into full account the month in which play is taking place. These tables should be habitually rolled upon by the Arbitrator's Scribe, since the wind and water created by such daily variations unquestionably cause fluctuations in the "type" of Elemental spirits that may be summoned by the Volkhvy at any given time.

Furthermore, the game must look at the overall weather picture in terms of its effect upon the natural surroundings. That is, the excess amount of rain or snow that may have fallen during the last few days will invariably create puddles on the ground, swell creeks, etc. If temperatures have gone below, then bodies of water will begin to ice up and freeze over. (The smaller the water body, the more susceptible it is to freezing up)

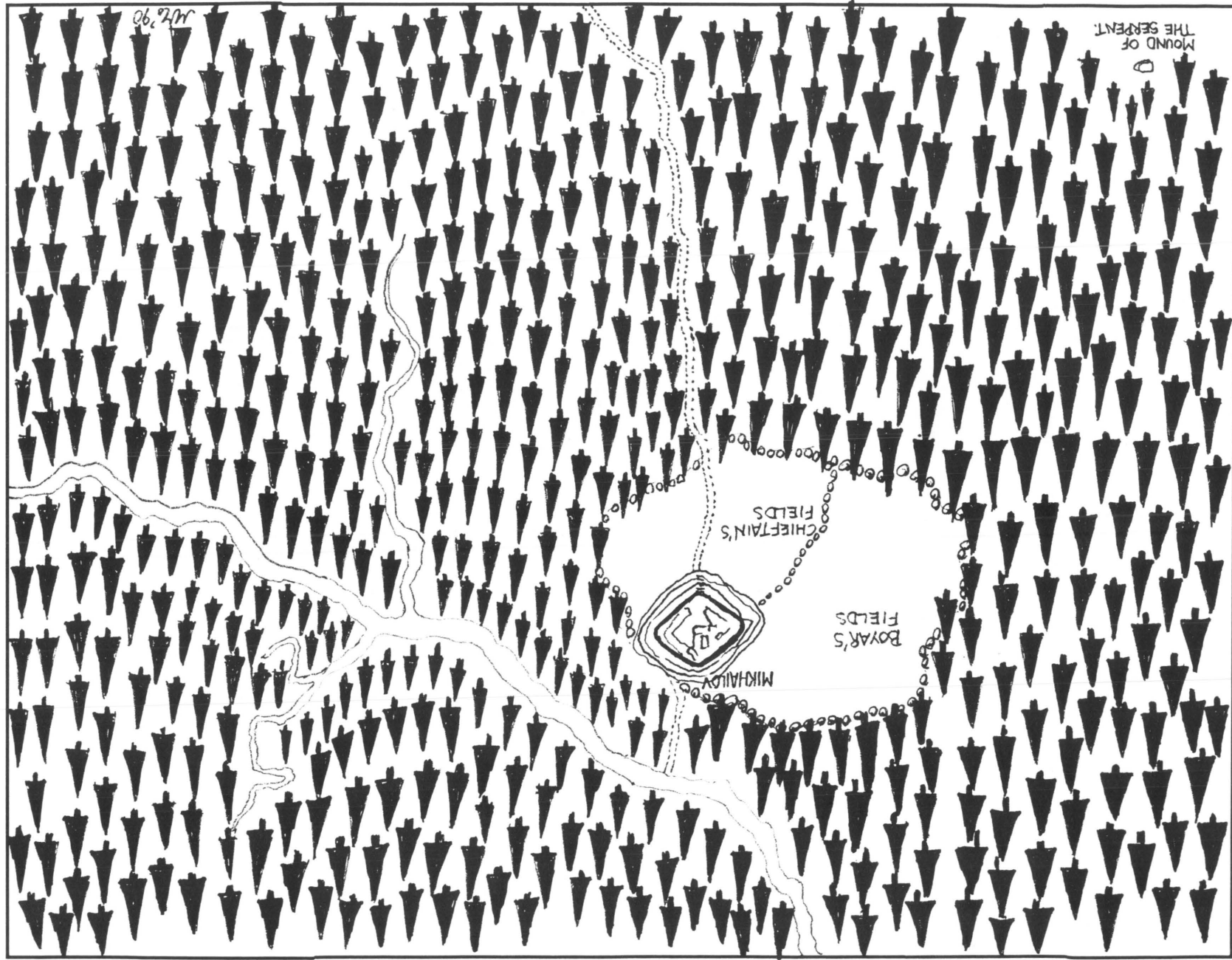
*Footnote - The tables are relatively realistic and, it has not been my intention to create a series of 100% realistic weather charts, since that is as impossible for me as it is for the Weatherman!

WOE TO MIKHAILOV





МИХАИЛОВ



WOE TO MIKHAILOV

NOTES: Woe to Mikhailov is the first adventure put forward for use with the game RUStm. Mikhailov itself is a fictitious village, but it could quite easily have been real, since the tumultuous years of the great Mongol invasion in the 13th Century led to the annihilation of many such communities. It has been designed to give the Arbitrator a chance to consolidate his or her knowledge of the rules outlined in the game. In places, the adventure and descriptions have deliberately been left open ended, so as to give the Arbitrator his first opportunities to give his imagination and design talents free reign. Arbitrators should feel at liberty to modify the contents of the adventure as they see fit i.e offer the use of some warriors to the party before they go up to the Mound of the Serpent, scatter about a few more magicked objects e.t.c **The background history of Mikhailov, as well as the underlying theme of the module are included for the Arbitrators eyes only.** Players will have no knowledge of what is really happening in Mikhailov when they first get there and information regarding the adventures plot should only be given to the players if they have earned it by talking to locals. The Arbitrator is responsible for what information is given regarding the plot, but he should always be mindful not to give too much away.

Mikhailov is an ideal place for players to call home, since it will give them the opportunity to get healed or recuperate after long journeys and adventures.

FOR THE ARBITRATOR

BACKGROUND HISTORY OF THE VILLAGE

The village of Mikhailov is situated amongst vast stands of pine, fir and spruce trees of the Taiga, about 400 km's East-South-East of Novgorod. Its main source of income is wheat, but there is also a prodigious quantity of Iron ore sitting just below the surface to the north of the village and which is mined and sent to Novgorod, Pereslavl, Rostov, Yaroslavl and, of course to Beloozero.

The village itself is peopled by those Slavs of the Ves tribe and it was originally established by a Chief-

tain banished from Beloozero for treachery in the late 9th Century. This Chieftain, who incidentally went by the name of Alesandr Mogooshestvinnova Vesa, left Beloozero in that winter, with his own personal retinue of Slaves, Peasants, Men-at-arms and hand-somely paid Varangian (Viking) Mercenaries and headed in the direction of the present day Mikhailov.

The banishment from both his family and his native community didn't turn out to be such a bad thing afterall, ostensibly due to the fact that they managed to come across an isolated family based fur trading settlement sometime just before the coming of spring. This settlement was at that time a thriving business concern for the Medvedev family and it attracted many fur laden Volga Finns to trade their furs there in exchange for money and goods. Very little is known concerning the very first inhabitants of this area, but it is widely believed that it was peopled by Finns of undetermined lineage, who granted the Medvedev family the rights to begin the foundations of their settlements. Some inhabitants of Mikhailov are rumoured to be the actual descendants of the Finns who gave Medvedev the ownership of the land and they live on in the village. It was however common knowledge that the Medvedev had a very intimate rapport and friendship with these peoples.

Aleksandr, upon the advice of his trusted Varangian warlords, decided that he would take this settlement during the night, by force. After having done so quite successfully and without loss of life, Aleksandr proclaimed himself Chieftain of the region, put the head of that merchant family to the sword, commandeered his wealth and Slaves and finally, expelled the remainder of his wives and children from the fortified protection of the village and out into the frozen wastes. It is not generally known whatever happened to them, but scant rumors to the effect that the principle wife of the Medvedev family laid the evil eye upon Aleksandr as she lamented over the body of her dead husband will be related if the right people are asked. She swore vengeance upon him by the lives of the Merchant's eight children and that all would be reconciled in her favour in good time.

With an adequate supply of manpower, he decreed that the area surrounding the stockade should be cleared of forest, so as to extend the existing fortifications, build additional quarters for the Mercenaries, Warriors, Peasants and Slaves. The cleared land was then put under oats and rye, so as to provide a ready food source for the fledgling village. Aleksandr then staked out a few field allotments to be given out as an incentive for Freeman, skilled Artisans and builders to come and make their lives in what had now become Mikhailov. All the while, Finns helped add to the steadily growing affluence of the town by doing the best part of their trading only in Mikhailov. This village had become a place where they could satisfy most of their needs for goods, food, hospitality and women. Indeed, to this day, the Vyatka Finns may regularly be seen charging through the snow covered gates of Mikhailov during winter, in their reindeer sleds stacked waist high with quality furs.

After several successful years of expanding upon an already highly profitable fur business, iron ore trade and thriving crops and stock, things began to go horribly wrong for Aleksandr. There were unprecedented crop failures and many head of stock perished during the extraordinarily severe winters of that year. Additionally, the Finnish trappers who were responsible for the lion's share of his prosperity did not come to Mikhailov any more. Fearing that the Elemental Gods had been offended in some way, Aleksandr found it prudent to pay a large sum of money for the foundation of a temple dedicated to both Rod and Rozhanitsy. Aleksandr reached the point of financial ruin trying to support the village, build the temple and pay for the Mercenary's wages. He had to buy much grain from a wandering Merchant who had the capability to supply all the rye, oats and stock that he needed to maintain his people. With very little money left in his personal treasury, the great Aleksandr had no option other than to propose the sale of half his arable land to a powerful Boyar, who had his seat in Beloozero amongst some of the richest men in all of greater Rus. Next, there was a spate of disappearances, mainly of Peasant children out picking berries and the like. None of them were

ever found again and it had been suggested by some that a rogue male bear was responsible for their loss.

Then, almost overnight, all these misfortunes seemed to take a turn for the better. Life returned to normal in Mikhailov.

Stock and crops were thriving, the Volga Finnish trappers returned and more forest began to be cleared, in an attempt to get a greater area of land under cultivation.

Twenty years after taking Mikhailov by force, Aleksandr was assassinated by poisoning, at the hand of an unknown assailant. Aleksandr's son, Viktor, became the new Chieftain of Mikhailov. Victor's reign proved to be most auspicious, for it was only ever a time of gain, good fortune and prosperity. He, like his father, was assassinated by persons unknown when he reached the age of 30 and was succeeded by his son Yakov, the present-day ruling Chieftain of Mikhailov. When players encounter Mikhailov, they will find just about all of the Peasants and Slaves out in the fields trying to put out a raging fire that is tearing through the crops. Already about three quarters of the field will have been burned to the ground.

Once players have returned from the Mound of the Serpent or 5 days after they arrive in Mikhailov, the Danish Mercenary assault against the village will occur, which ever comes first.

PLEASE NOTE

ENCOUNTERS WITHIN THE CONFINES OF MIKHAILOV'S WALL SHOULD BE ROLLED ON THE RANDOM VILLAGE ENCOUNTERS TABLE

ENCOUNTERS OUTSIDE THE WALLS, IN THE FIELDS AND FORESTS OF THE AREA SHOULD BE DICED FOR ON THE FOREST ENCOUNTERTABLE



MIKHAILOV'S RESIDENCES, PUBLIC PLACES AND THEIR INHABITANTS

[1] THE ABODE OF YAKOV TURGANYEV, CHIEFTAIN OF MIKHAILOV

YAKOV VIKTOROVICH TURGANYEV

BOETS 5th RANK

LIFE POINTS : 54

STRENGTH : 12

AGILITY : 8

STAMINA : 7

CAF : 45

CDF : 15 In clothing, 95 When armored

CAP : 12

FOOTSPEED : As per an Agility of 8 on the footspeed table.

ATTACK / DAMAGE / CAP COST

BROAD SWORD / 1 Dc10 +3 / 6 CAP

MENTAL DEFENSE VS SORCERY : 10

MENTAL DEFENSE VS ELEMETAL

MAGIC: 10

Yakov Viktorovich Turganyev is the present day ruler of Mikhailov. Much of what has been accumulated by his forebears prior to his assuming command of the village may still be found within the house. The house contents are in line with that of a Status 9 person. If seen walking about Mikhailov or at home, Yakov will be wearing a red silk shirt emblazoned with black bears along the edges of the sleeves and blue silk breeches tucked into grand sable pelt boots. It is believed that the bear motifs symbolize his grandfathers subjugation of the Medvedev (bear) family.

He will have two wives living in the house with him. His greatest love in life is his pet falcon called Susha and he may be seen walking about in the house with it sitting up high on his leather falconry glove. Furthermore, there are two Samoyed dogs, which he purchased for a hefty price some three years back. Yakov may also be in company with his two dogs. The head Bogatyr' of Mikhailov, the blonde Norwegian Mercenary named Grond, has put a considerable amount of time into the attack training of these two.

Valuable items of jewellery may be found there such as a silver diadem set with a large diamond worth at least 200 gc, a black shield shaped fibula inlaid with gold and oriental pearls worth at least 225 gc and a jade hairpin, comb and mirror set valued at 170 gc.

[2] SHRINE DEDICATED TO MOKSHA

This is a shrine constructed of elaborately carved woods and on the internal corner posts there are two large raised reliefs depicting Moksha and painted in red. The shingle roof of the temple is made of finely hewn slats of wood.

There will be one Volkhv there at all times, supervising the Woodcarvers in their work and watching out for defilers or shrine thieves. The Volkhv is called Aleksyei Dmitrivich and he looks probably ten years younger than he really is. Aleksyei wears the mandatory green robe of Moksha.

ALEKSYEI DMITRIVICH SAKHAROV

VOLKHV OF THE 2nd POWER GRADING

LIFE POINTS : 21

STRENGTH : 5

AGILITY : 6

STAMINA : 8

CAP : 6

FOOTSPEED : As per an Agility of 6 on the footspeed table

CAF : -5 +10 For the **Heat Blade**

CDF : 5 (Unarmored)

ATTACK / DAMAGE / CAP COST

HEAT BLADE / 2 Dc6 +13 / 6 CAP

MENTAL DEFENSE VS SORCERY : 13

MENTAL DEFENSE VS ELEMENTAL

MAGIC : 13

[3] THE VILLAGE BATH HOUSE :

This is an area quite popular, especially so during winter. The guardian of the bath house (Banya) is a Bannik who permits bathing there at 5 am and 8 pm, for only one hour at a time. There will always be a crowd of people to go in there, males and females alike, because they know the penalty for transgressing the wishes of the Bannik. Yakov, the Chieftain of Mik-

hailov is tolerant of his ways and in fact he thinks that he's never had it so good. No longer does Yakov have truant field workers relaxing at the Banya during winter.

The Bannik is called, Talaiga, but this fact is known only to Yakov.

TALAIGA

LIFE POINTS : 11

STRENGTH : 6

AGILITY : 5

STAMINA : 5

CAF : 10

CDF : 5

CAP : 5

FOOTSPEED : As per 5 Agility on the footspeed table

ATTACK / DAMAGE / CAP COST

BITE / 1-3 / 4 CAP

CLAW / 1-2 / 2 CAP

PARALYSIS / Make a Mental Defense roll vs Sorcery or be paralysed for 1-4 hours.

If people are bathing outside the prescribed bathing hours a roll needs to be made. On a roll of 1-3 on a 1 Dc6 there will be a Leshy from far out in the adjacent woods. If one is there, be sure to roll it up as per the beast statistics for a Leshy.

Talaiga has got 3 gc sandwiched in between some of the birch logs used to build the northern wall of the bath house. Talaiga also knows a great deal about the events that are occurring daily inside the town. The Bannik will answer any questions put to him from behind the closed door of the Banya, but only at a price of 1 gc. His price is far too dear for the average citizen of Mikhailov to seek his council.

[4] SENTRY TOWER : The sentry towers are double storey, log constructions that tower up to about ten meters. The towers are fully enclosed and provide good protection against the harsh and very biting arctic winds. One of the Varangian (Viking) Mercenaries will be there at all times on duty. The exact Mercenary on watch will need to be diced for. After the completion of each three hour stint, the mer-

cenary in question will go back to his billeting and rouse his replacement. One tower gets relieved first and then the other and in this way, there will always be 24 hours a day security for the villages perimeter. At night, guards will have a difficult time spotting the approach of intruders, unless they are on horse back. This being the case, the odds of a character being spotted approaching the stockade at night are about 2 in 6.

[5] ARMORY : The village armory is made of double thickness pine logging and contains enough weaponry to equip about thirty Peasants. The armory contains thirty conical helmets with nasal guards, thirty swords of various description, thirty shields and thirty leather corslets, armguards and greaves. When fully armored for battle, the Peasants will have armor to the value of 31 added to their base CDF. The armory is regularly checked by the Varangian mercenaries and it may only ever be issued out to the towns inhabitants during times when the villages security is in grave danger and only with the permission of the Chieftain Yakov.

[6] CHIEFTAIN'S STABLE : This stable is owned by Yakov, primarily to provide shelter for his six prized riding, hunting and war horses, as well as the steeds of the Bogatyr's. The stables are permanently tended by a young fair-haired Slave boy who spends nearly all of his time fussing over the horses and in fact he even sleeps in the hay alongside them. There will also be a long sled, which has been lavishly embellished with the pictorial history of Mikhailov.

[7] THE VILLAGE WELL : The village well is guarded at all times by a Varangian Mercenary. This is to prevent the defilement of the towns vital drinking water supply by rubbish or poisons. At the bottom of the well is a small hole which will only be visible if someone actually climbs down into the well. This hole stretches out underground and leads north, exiting somewhere on the banks of the river and it is by means of it that the well is kept supplied with fresh

water. Only people with some means of water breathing will be capable of making their way along it

[8] RESIDENCE OF THE REGION'S HEAD VOLKHV WHEN IN MIKHAILOV:

There is only a 1 in 6 chance that the Volkhv himself will be in the house. The head Volkhv is Ivan Mikhailovich Gogalun, an elderly man somewhere in his 50's and whose prime devotion is to Perun.

The house will be adorned as for a Status 9 house, but there will be numerous statues of the Elemental Gods and most of the wall will be decorated with elaborate carvings displaying the powerful actions of the Deities of Fire and Air. Ivan has an ivory horn whose rim is lined with pure gold and it hangs from the arm of a statue of Svantovit. If the cap is removed from the horn, a type 5 Elemental fire spirit will jump out and begin attacking the trespasser.

Three male Slaves are permanent residents of the abode and they are charged with the daily upkeep of it when Ivan Mikhailovich is not present. The Slaves do all of the cooking also and have reason to tend the Volkhv's mount when he has ridden into town for a stay. Ivan will usually venture to Mikhailov to discuss monetary matters or to sort out some problems of significance to the prosperity of the community as a whole. Whenever Ivan is in town, there will always be numerous townsfolk ready and waiting outside his front door in search of natural treatments and remedies for various ailments and maladies. He has a Natural Medicine score of 98, which makes him one of the most skilled of all healers in the districts between Rostov and Beloozero.

IVAN MIKHAILOVICH GOGALUN

VOLKHV OF THE 9th POWER GRADING

LIFE POINTS : 99

STRENGTH : 9

AGILITY : 9

STAMINA : 10

CAF : 20

CDF : 12 Unarmored / 105 Fully sleeved mail

hauberk, Coif, Helmet with nasal, cheek and nape guard, Metal arm guards, Breast plate and Shield

CAP : 12

FOOTSPEED : As per 9 Agility on the footspeed table

ATTACK / DAMAGE DONE / CAP COST

BOW / 1 Dc6 +1 / 5 CAP

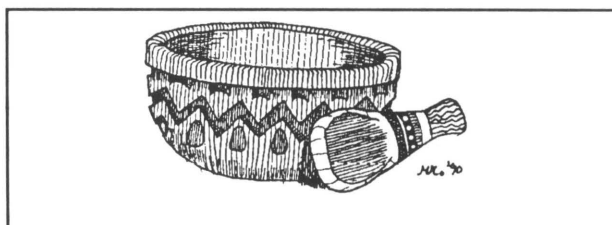
DAGGER / 1 Dc6 +1 / 4 CAP

MACE / 1 Dc6 +3 / 6 CAP

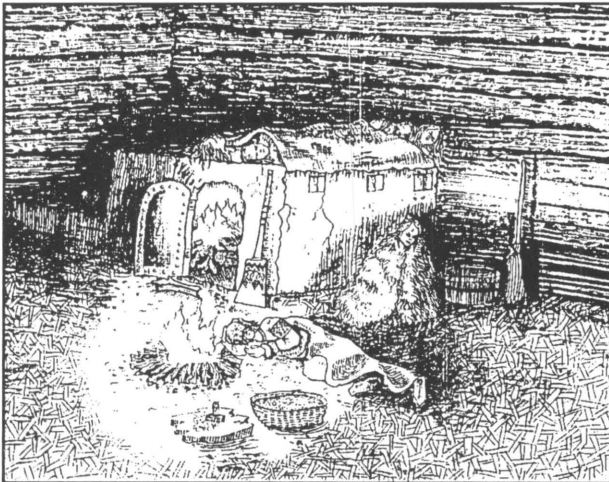
MENTAL DEFENSE ROLL VS SORCERY : 20

MENTAL DEFENSE ROLL VS ELEMENTAL MAGIC : 20

[9] LODGING HOUSE: The house of lodgings is run by a certain Alla Viktorevna Stookanov and her husband Fyodr. Any strangers in bad need of accommodation will almost always find a hearty welcome here, but, their fees are quite exorbitant. The actual lodgings house was built from monies loaned to them by their good friend Pavel Malen'kov. The house was constructed from seasoned pine logs and still has a very fresh smell. Alla and Fyodr have a very shaky relationship, and apart from the actual day to day running of the business, they have very little to do with each other. Alla is reputed to be a bit of a tease, because her sly glances at customers and prospective customers alike are very provocative. There are rumors that she has also fleeced numerous lodgers of their hard earned cash, largely by getting them drunk and tricking them out of their change. Players wishing to stay in her lodging house will be required to pay a basic fee of three bronze coins or the equivalent value in goods. In return, they will receive high standards of hospitality, good quality cheese, fresh bread, meat and bliny. She is very skilled at handling weary travellers and will boss her husband into organizing the stabling of a parties steeds when they first enter. When the lodgings house was first constructed, it was designed to accommodate a small secret enclave behind the massive clay oven and accessible only by



Alla. This enclave sits above a passage hewn from the moist but firm soil and which leads up to the Serpent Mound by underground means. If attacked, Alla will



not hesitate in using her *Eye of Charming* which is suspended from her belt by a copper chain. Additionally, she will summon up whatever she can lay her hands on and, if she cannot successfully control them, then she will flee, leaving the unlucky lodgers to their fate.

ALLA VIKTOREVNA STOOKANOV

KOLDUN OF THE 2nd POWER GRADING

LIFE POINTS : 21

STRENGTH : 9

AGILITY : 8

STAMINA : 6

CAF : 10

CDF : 5 (Unarmored)/ 37 Helmet full face, Mail corslet and Coif

CAP : 8

FOOTSPPEED : As per an Agility of 8 on the footspeed table

ATTACK / DAMAGE / CAP COST

DAGGER / 1 Dc6 +1 / 4 CAP

MENTAL DEFENSE ROLL VS SORCERY : 11

MENTAL DEFENSE ROLL VS ELEMENTAL MAGIC : 11

POWER POINTS : 24

KNOWN SORCERIES

SPEAK WITH THE DEAD : This is an extremely difficult sorcery for a Koldun of low Power Grading. No character to start off with will have the capability of casting such a spell.

PROTECTION CIRCLE

BANISHMENT

INVOCATION OF THE BEASTS

Alla has an *Eye of Charming* which will give her the ability of *Fascination* (q.v) at will, but only when it is pointed at the face of a specific target. The one major difference between the power of this item and the power of the spell *Fascination* is that when confronted by this magicked object, players will incur an automatic -3 on their Mental Defense vs Sorcery dice roll. It would appear that the eye of charming is constructed of a small peacocks eye, encased in glass and bound to her by a copper chain which has been attached to the tiny glass globe by means of a copper clasp.

[10] **VILLAGE SQUARE** : The village square is a popular meeting place for traders who run their own small garden plots somewhere in the outlying regions of Mikhailov. During the daytime, old men and women gather here to view their foodstuffs or items and commodities of interest, possibly even to buy. On the weekends and festivals, the area will be literally bursting with Merchants, Furriers, Finnish woodsmen and Slave Traders.

The place is often a haven for Zhulik like Gypsies, who would not even bat an eyelid at lifting a persons purse or valuable jewellery. During winter the village square will be deserted and instead the itinerant traders of the square will prefer to do their selling under the cover of the enclosed corridors which border the square.

The trading of live stock such as chickens, swine, goats, lambs and calves is a common occurrence and Peasants are very keen to haggle over the pricing of the goods.

[11] **BOYARS STABLE** : There are a number of horses stabled here of very fine lineage and all of

them will be in various stages of training. Most of the horses are put to stud out in the Boyar's pastures which are fairly substantial in size and the ones that are stabled here are the most valuable and promising of all his bloodstock. Their training and care has been entrusted to the Boyar's stud manager, the Bogatyr' Maxim Pyotrivich Zhdanov. All the horses have at least 10 *Agility* and *Strength* each. Daily Maxim comes to the stables to prepare the horses for the days training or servicing and checks that the Slaves have been keeping them adequately feed, groomed and watered.

[12] **SMITHY** : The smithy is fairly large and has no less than three separate forges inside. The smithy here is tasked with small jobs such as shoeing horses, making ploughs, nails, chains and the like. The smithy is worked by several Freemen, though the most skilled of them will be the Volkhv Boris Andreevich Timoshev. Timoshev and his Peasant workers are prohibited from turning out any weaponry other than arrow heads for hunting. Boris is quite an accomplished metal worker and for this reason, many temples ask him to create magnificently fabricated and decorated crucibles or strong metal hinges for heavy oaken doors. He is understood to have spent time amongst the Khazar peoples of the far south and worked in the forges of the Kagan before they were conquered by the Rus. He has seen the intricately crafted mechanisms that the Arabs are able to produce and been trained by a Persian master locksmith to produce many different types of locks. For a handsome sum, he has been tasked with producing padlocks and boltlocks for the Chieftain's treasury and this is where he has made much of his money. Boris lives at the rear of the smithy in a room of modest size, but nonetheless it is furnished fully in accordance with a Status 7 abode. In a small locked metal chest hidden in a secret compartment inside a wall log, is 40 gc, 97 sc and 188 bc.

BORIS ANDREEVICH TIMOSHEV

VOLKHYV OF THE 5th POWER GRADING

LIFE POINTS : 48

STRENGTH : 8

AGILITY : 8

STAMINA : 8

CAF : 15

CDF : 10 (Unarmored) / 18 Leather Smith's apron

CAP : 10

FOOTSPEED : As per an Agility of 8 on the
footspeed table

ATTACK / DAMAGE / CAP COST

SMITH'S HAMMER / 2 Dc6 +1 / 6 CAP

MENTAL DEFENSE ROLL VS SORCERY : 18

MENTAL DEFENSE ROLL VS ELEMENTAL
MAGIC : 19

POWER POINTS : 100

There will be a charge of 11 bc for shoeing horses. It is possible for characters to buy chains and the like if they so wish.

[13] CHIEFTAIN'S GRAIN STORE : This is the Chieftain's granary, from which his Peasants and Slaves receive their daily grain allotments. It is protected at all times by a Varangian Mercenary by the name of Thorvald, who keeps a tally of who has drawn their quota for the day. Any attempt to steal from the silos will result in swordplay. Thorvald lives at abode No 26

THORVALD

BOETS OF THE 2nd RANK

LIFE POINTS : 26

STRENGTH : 14

AGILITY : 8

STAMINA : 6

CAF : 40

CDF : 53 Conical helmet with nasal, cheek and napeguard. Coif. Shield, and Mail corslet

CAP : 10

FOOTSPEED : As per an Agility of 8 on the
footspeed table

ATTACK / DAMAGE / CAP COST

BROAD SWORD / 1 Dc10 +4 / 6 CAP

MENTAL DEFENSE ROLL VS SORCERY : 7

MENTAL DEFENSE ROLL VS ELEMENTAL MAGIC : 7

[14] THE HOUSE AND WORKSHOP OF THE VILLAGE BOWMAKER : This house has been built from spruce logs some time prior and in deed may have been the original fur store of the old Medvedev settlement all those years ago. The house is owned by a freeman called Vasiliyi Ladogi. His forebears were granted this house about a generation ago because they uncovered an earlier unsuccessful plot to assassinate Aleksandr, the first Vozhd' of Mikhailov. Vasiliyi was wounded grievously as a child, out in the forest and a bear was the suspected attacker. In any case, Vasiliyi could never speak of the ordeal, or of anything else ever again. Vasiliyi is mute and the wounding that he received left him a virtual cripple. Even now Vasiliyi needs a wooden crutch if he needs to move about the town. His only option in life was to adopt the profession of his father and so, he chose to become a Bowyer and Fletcher. His house and workshop are modestly furnished by Status level 5 standards, but despite his disability he still manages to carve out a reasonable existence. The event that shattered the life of Vasiliyi took place many years ago, in the stands of birch trees on the other side of the river. The attacker was a large Demon called Nafshchagar', which is detailed in various parts of the book. The Demon was interrupted by something whilst half way to killing Vasiliyi and then fled, leaving Vasiliyi so badly mentally and physically scarred that he would never ever recover from the attack. The exact course of events has never ever been related to a living soul, but if any character tries questioning him whilst employing a *Mind Read* sorcery, then they will get a clear vision of the attack, as though they themselves were there. After work each day, he will go to the main feast hall and drink heartily until he drops. His neighbours will often have to carry him home.

Vasiliyi has 8 Arrows of Serpent Lust rolled up in some white, pine tree embroidered linen cloth, stored beneath a section of flooring near the oven.

[15] BOOT AND HARNESS MAKER : Upon entering the very draughty pine cabin of Evgyenniy the Boot and Harness Maker, characters will see that

numerous bridles, harness and belts are hanging from iron pegs driven into the walls. Row upon row of boots of various description line the floor at the foot of one wall and some appear to be gathering a lot of dust. This man is a highly skilled maker of all kinds of footwear and it will be possible for characters to choose from his already produced products (there is a 2 in 6 chance that he will have any given item of footwear or harness listed in the equipment list), or put in an order to have specific styles crafted to exact specifications. He buys a good deal of his working materials from the Boyar's fur store area and so the price that he must pay for the hides and furs will be passed on to the consumer. When buying footwear here, the Arbitrator should roll for local price fluctuations. If the Bootmaker is required to craft some footwear specially for the character, there will be a waiting period of 1-3 days before the pair will be completed. He is also capable of making sturdy riding saddles, reins and other harness for horses and the same production cost and supply stipulations apply to them also.

[16] YAKOV'S PERSONAL ARMOR AND WEAPON SMITH : Igor' is Yakov's personal Armorer and is responsible not only for the maintenance and upgrading of Mikhailov's armory, but the creation of finely hammered armor for Yakov. Yakov lives in lavish style and his abode is furnished more along the lines of a Status 8 house. The house adjoins the workshop area and he has 3 female Slaves that live there full time and who look after his every need. He bought them in Rostov a good 3 years ago.

IGOR' PYOTRIVICH KOOZNYETSOV
BOETS OF THE 3rd RANK

LIFE POINTS : 34

STRENGTH : 13

AGILITY : 7

STAMINA : 7

CAF : 45

CDF : 10 (Unarmored)/ 18 Leather work apron/60

Full face helmet, Coif, Mail hauberk, Shield

CAP : 9

FOOTSPEED : As per an Agility of 7 on the
footspeed table

ATTACK / DAMAGE / CAP COST

SMITH'S 2 Dc6 +4 / 6 CAP

HAMMER

MENTAL DEFENSE ROLL VS SORCERY : 9

MENTAL DEFENSE ROLL VS ELEMENTAL

MAGIC : 9

[17] YAKOV'S HEAD STONEMASON : The Vozhd's chief Stone Mason goes by the name of Nikolay Fyodrovich Tikhonov. He lives in a house which is furnished in accordance with Status 6 and has a Slave mistress with seven children living there with him. Their living area adjoins his workshop where all manner of stone work, from statues to carved foundation stones may be found in various states of completion. His personal wealth amounts to 28 gc, 98 sc and 171 bc and it may be found in a leather pouch on top of the stone oven. Just recently, he has had to drop most of his other jobs to make time for the crafting of a marble wash basin stand, at Yakov's command.

[18] YAKOV'S WOODCUTTER : Yakov's Woodcutter is a very busy man, for not only is he currently undertaking the delicate and painstaking process of engraving every inch of the Vozhd's bedroom, but he is working late every night making funeral posts, wooden bowls, internal pillars and decorations for the Elemental Temple of Moksha. His accommodation is quite good and will be as for Status 6. His house is divided into both the living area and the workshop.

Although he lives there alone, he will often be seen with a group of about eight Peasant children. He is training them in the arts of woodcraft and they help out his hectic daily schedule by aiding him on the job, running errands and keeping the workshop and Chieftain's area clean whilst the Woodcutter is working away. A huge slab of slate may be seen in the workshop, with numerous designs itched into it's surface. This is how he plans out all the detail that he will

put into his work the following day. In a circular wooden tumbler atop his raging oven, will be his savings of about 37 gc, 77 sc and 390 bc.

[19] CHIEFTAIN'S WOOL AND FUR STORE

The Cheiftain's wool and fur store is guarded and run by Stepan Zhukov, who will do most of the fur trading for Yakov. He is going on 50 now, but just the same, he is a very wily customer when it comes to stealing from the store, or trying to sell furs to him at too high a price. The store itself is warmed by the typically hot oven and the walls are piled fairly high with bales of wool clipped from Yakov's sheep every spring. In places furs of all descriptions may be found on top of the bales. Large rolls of woven woolen cloth stand in one corner, just to the right of the entrance, as well as a 10 meter roll of white silk. Many of the Peasant women tasked with the spinning of the wool by the Chieftain come to this wool store daily to pick up more wool for their spindles.

Stepan lives at abode No 26 with Thorvald.

STEPAN BORISOVICH ZHUKOV

BOETS OF THE 2nd RANK

LIFE POINTS : 22

STRENGTH : 10

AGILITY : 9

STAMINA : 6

CAF : 35

CDF : 7 (Unarmored)/ 33 Mail corslet and Coif

CAP : 8

FOOTSPEED : As per 9 Agility on the footspeed
table

ATTACK / DAMAGE / CAP COST

SPEAR / 1 Dc6 +6 / 5 CAP

MENTAL DEFENSE ROLL VS SORCERY : 6

MENTAL DEFENSE ROLL VS ELEMENTAL
MAGIC : 6

[20] THE CHIEFTAIN'S TREASURY : The guardian of the Chieftain's treasury is none other than the renowned Norwegian outlaw Leif Bloodaxe. He made his way to Mikhailov to see his cousin Thorvald after he fled the Kingdom of Norway on foot via the

Arctic circle. His command of the Slavic languages is ever so slowly improving, but leaves much to be desired. He frequently requires Thorvald to act as an interpreter for him. He has reddish hair and a straggly beard. Leif is one person you just don't want to mess with, since his explosive temper is what led to him acquiring his outlaw status in the first place, just one too many blood feuds. If anyone wants to try and access the treasury without being in company with the Chieftain, then Leif will ask no questions, just attack. Parleying with him will be of little use; he would hardly understand anyway.

There are 1280 gc, 3706 sc and 5239 bc in a number of locked chests. Yakov frequently comes here to count his money and portion out wages for the Mercenaries and Peasants. If Yakov were to be encountered here, he would most definitely be with the Greek scribe, who would be writing up records of transactions e.t.c

LEIF BLOODAXE



BOETS OF THE 6th RANK

LIFE POINTS : 57
 STRENGTH : 15
 AGILITY : 10
 STAMINA : 7
 CAF : 55
 CDF : 18 (Unarmored) / 56 Conical helmet with

nasal and cheek guard, Mail hauberk and Coif
 CAP : 14

FOOTSPEED : As per an Agility of 10 on the
 footspeed table

ATTACK / DAMAGE / CAP COST

BATTLEAXE / 2 D6 +5 / 7 CAP

MENTAL DEFENSE ROLL VS SORCERY : 11

MENTAL DEFENSE ROLL VS ELEMENTAL
 MAGIC : 11

[21] BOYARS RESIDENCE WHEN DOING BUSINESS IN MIKHAILOV: This is the personal residence of the Boyar, Sergyei Maximovich Lyuboshenko, who frequently comes here from Pereslavl to view his prize horses at stud. The Boyar will only be in town a couple of times per month. The house is sumptuously appointed with furnishings of Status level 10. Most of the household valuables are under the close scrutiny by some of the off duty Mercenaries and there is a 50% chance of being seen coming or going from the house. All of the valuables are kept in locked chests beneath the floor boards of the house when Sergyei isn't in Mikhailov. When he is in Mikhailov, he will be with his Head Accountant, 3 Boets' and 1 Bogatyr'.

ARBITRATOR'S NOTE : Roll the statistics of the Boyars entourage.

BOYAR

SERGYEI MAXIMOVICH LYUBOSHENKO BOGATYR' OF THE 3rd RANK

LIFE POINTS : 38

STRENGTH : 14

AGILITY : 6

STAMINA : 8

CAF : 30

CDF : ON FOOT : 15 (unarmored)/ 92 Mail
 hauberk, Coif, Conical helmet with nasal,
 cheek and nape guards, Shield, Metal
 armguards, Metal grieves and Strap on metal
 breast plate.

CDF : ON HORSEBACK : 25 (Unarmored)/112
 When armored as listed

CAP : 9

FOOTSPEED : As per an Agility of 8 on the
footspeed table

ATTACK / DAMAGE / CAP COST

MACE / 1 Dc6 +6 / 6 CAP

MENTAL DEFENSE ROLL VS SORCERY : 7

MENTAL DEFENSE ROLL VS ELEMENTAL
MAGIC : 7

[22] VILLAGE BREWER : Arkadiy Evgennivich Prokopiov is the village Brewer, the curse of all Mikhailov's women folk and this trading premises also doubles as his place of abode, which is in line with Status 6. The brewing room is full of fermenting vats and barrels, many of which he fashions himself. Arkadiy is a mean vodka maker, and he supplies just about every male in the town, from the lowliest Slave to the Chieftain, with this beverage. A character's *Stamina* is equal to the amount of Arkadiy's drinks that he can consume at any one sitting. If any person exceeds this amount, he will fall into a drunken sleep which cannot be broken until the following day. Arkadiy supplies the nightly drinks for the feast hall and players will have a choice of either vodka, honey mead or wine. He is quite a rich man in comparison with his Status. The brewer has 20 gc, 394 sc and 503 bc in a large unlocked chest, which is usually concealed behind a stack of barrels.

[23] BOYAR'S WOOL AND GRAIN

STORE: The Boyars wool and grain store is a warehouse for all the farm produce, which comes from the Boyar's land in Mikhailov. Everything here will be tended by 6 Slaves, who have access to a pack horse, which is stabled in the Boyar's stables. The Slaves are modestly dressed in sweat and dirt soiled linen clothing and must go out to collect the farm produce to be put into storage. These Slaves are pulling the wool over the Boyars eyes, by regularly stealing wool and grain for their families and friends. The store is piled high in places with bales of unspindled wool.

[24] HOUSE OF THE BOYAR'S CONCUBINES AND PROGENY : In this house reside the concubines of the Boyar, as well as his illegitimate children by them. They all live in semi squalor, for the house is furnished as per Status 4. No money at all is kept on the premises and the women are almost totally reliant upon the Boyar of this region, Sergyei Maximovich Lyuboshenko to supply them and the children with their most basic needs.

[25] THE CHIEFTAIN'S PERSONAL SCRIBE AND HIS RECORDS OFFICE : Purchased not less than 3 years ago by Yakov, the Greek Slave has served well as his Accountant and Scribe. The financial transactions, law agreements, notes and memoranda are written up by George on a daily basis and it is his job to help organize the Chieftain's daily schedule and for this reason, Yakov will rarely if ever be seen without George. George Lakoropoulos is a fine writer and capable of writing some very prosaic poetry. The adjoining office is inundated by piles of wax tablets, which are written upon as need be and then placed in their respective stacks. Georges memory is acutely keen and he is capable of rattling off figures, deals and financial strategy. George can write not only Greek, but Arabic also.

[26] QUARTERS FOR MERCENARIES : Three Mercenaries live in this area; Thorvald (statistics for Thorvald located at No 13), Stepan Borisovich Zhukov (statistics for Stepan are at No 19) and Grigoriy Yakovlevich Goodanov, who is a regular wall sentry. The three inhabitants of this excellently maintained birchwood cabin get along remarkably well, especially when one considers the painfully irregular hours of Grigoriy's sentry duties. All three of them are well paid though and will safeguard eachothers money at all times. The three of them will usually like going to meet at the feast hall and will eat and drink until they have well and truly had their fill.

GRIGORY YAKOVLEVICH GOODANOV
BOETS OF THE 3rd RANK

LIFE POINTS : 40

STRENGTH : 10

AGILITY : 10

STAMINA : 10

CAF : 40

CDF : 52 Conical helmet with nasal, cheek and
nape guard, Shield, Leather hauberk,
Leather armguards, Metal grieves and Mail coif

CAP : 12

FOOTSPEED : As per an Agility score of 10 on the
footspeed table

ATTACK / DAMAGE / CAP COST

SABRE / 1 Dc10 +2 / 6 CAP

MENTAL DEFENSE ROLL VS SORCERY : 8

MENTAL DEFENSE ROLL VS ELEMENTAL

MAGIC : 8

[27] QUARTERS OF LEIF BLOODAXE :

Leif Bloodaxe, the Norwegian outlaw is billeted here and will not allow anyone else to live in the same room as himself. They have even tried to see if his cousin Thorvald would be allowed to live in with him, but Leif will not negotiate with anyone about this point. Leif can be seen sitting on the front steps of his house honing his weighty battle axe. If it is ever apparent to Leif that he has been slandered or abused in any way or form he will never refrain from resorting to the axe to make amends. Leif also makes some very daring bets, like who can stand there without moving whilst he throws his axe at them. Almost all of his wagers have a life and death type theme to them and only the brave or the stupid will ever enter into such bets. His wealth is largely derived from such antics and he has no less than 60 pieces of gold in a belt pouch which never leaves his side, even whilst sleeping.

[28] QUARTERS FOR MERCENARIES :

There are 3 Mercenaries living in this room. The Arbitrator should dice for the capabilities of the inhabitants and formulate descriptions concerning their past life and habits. The room itself is of Status level 6.

[29] **MERCHANT'S HOUSE :** This is the house of a Spice Merchant who plies the route between Tsargrad, Pereslavl and Mikhailov. His main trade is done in all of the cities that lie along that route. Leonid's combat abilities have been finely sharpened over the years of having to contend with marauding brigands and Zhuliks. Characters may purchase any type of spice or herb from him on a roll of 60 or less on the percentile die. A failed roll indicates that he is either out of stock or has had difficulty getting it from his suppliers in the first place. All prices should be modified by local price fluctuations. The Merchant is very wealthy and his house is furnished in accordance with Status level 8. He has 120 gc, 230 sc and 560 bc in various locked chests produced in Baghdad. The Merchant is named Leonid Dmitrievich Talinov. Four Slaves live here full time and remain here to take care of the place when he is off on business, often for months at a time.

LEONID DMITRIEVICH TALINOV

BOETS OF THE 3rd RANK

LIFE POINTS : 39

STRENGTH : 12

AGILITY : 9

STAMINA : 9

CAF : 30

CDF : 12 (Unarmored)/89 Mail hauberk, Coif,
Shield, Metal strap on breast plate, Metal
armguards and grieves

CAP : 12

FOOTSPEED : As per an Agility score of 9 on
the footspeed table

ATTACK / DAMAGE / CAP COST

DAGGER / 1 Dc6 +3 / 4 CAP

MENTAL DEFENSE ROLL VS SORCERY : 8

MENTAL DEFENSE ROLL VS ELEMENTAL

MAGIC : 8

[30] **MERCHANT'S HOUSE :** THIS IS FOR
THE ARBITRATOR TO DESIGN.

BOETS OF THE 2nd RANK

[31] **CHIEFTAIN'S BODY GUARDS** : This is the abode of the Chieftains's personal body guards. The room of course adjoins the actual residence of the Chieftain and so they will have a living area of Status level 7.

PROFESSION :BOETS BOETS BOGATYR'
OLAF UNGVAR GIYORGIY
TRIGVASSON ERIKSON SIMONOV

RANK : 4 2 3

LIFE POINTS : 42 29 45

STRENGTH : 14 13 15

AGILITY : 8 10 9

STAMINA : 7 8 10

CAF : 40 35 20

CDF :

OLAF : 10(Unarmored)/84(Armored)

UNGVAR : 8(Unarmored)/82(Armored)

GIYORGIY : 17(Unarmored)/92(Armored)

All of the Chieftain's body guards wear a Mail hauberk, Coif, Shield, Strap on metal breastplate, Metal grieves and arm guards. The Varangians will wear horned helmets, whilst Giyorgiy will wear a conical helmet with nasal, cheek and nape guard.

When of horseback, Giyorgiy will have a CDF of 37 (Unarmored)/ 112 When armored as listed

CAP : 12 12 10

FOOTSPEED : As per the character's Agility on the footspeed table

ATTACK / DAMAGE / CAP COST

OLAF BROAD / 1 Dc 10 +4 / 6 CAP

SWORD

UNGVAR BROAD / 1 Dc10 +4 / 6 CAP

SWORD

GIYORGIY BROAD / 1 Dc10 +5 / 6 CAP

SWORD

MENTAL DEFENSE ROLL VS SORCERY :

8 7 9

MENTAL DEFENSE ROLL VS ELEMENTAL

MAGIC :

8 7 9

[32] **CHIEFTAIN'S OVERSEERS** : FOR THE ARBITRATOR TO DESIGN.

[33] **HOUSE OF SULOUKI THE FINN** : Sulouki has lived in the area of Mikhailov for the best part of his life and is thoroughly conversant with the surrounding terrain, and has an intimate knowledge of the passages which lie beneath the Mound of the Serpent.

SULOUKI



KOLDUN OF THE 8th POWER GRADING

LIFE POINTS : 54

STRENGTH : 6

AGILITY : 9

STAMINA : 6

CAF : 10

CDF : 12 (Unarmored)/22 Leather corslet and Coif
CAP : 11

FOOTSPEED : As per 9 Agility on the footspeed table

ATTACK / DAMAGE / CAP COST

DAGGER / 1 Dc6 / 4 CAP

MENTAL DEFENSE ROLL VS SORCERY : 18

MENTAL DEFENSE ROLL VS ELEMENTAL

MAGIC : 17

POWER POINTS : 144

KNOWN SORCERIES

SPEAK TO THE DEAD

FASCINATION

CIRCLE OF PROTECTION

BANISHMENT

CURSE OF SLEEP AND DROWSINESS

BIND SHEATHED WEAPONS

INVOCATION OF THE BEASTS

Sulouki possesses a **Demon Ward**

[34] HOUSE OF PAVEL AND ELENA MALEN'KOV

PAVEL GRIGORIVICH MALEN'KOV (MED-VEDEV) : Pavel had Mars on the ascendant at his time of birth.

ZHULIK OF THE 5th RANK

LIFE POINTS : 47

STRENGTH : 12

AGILITY : 12

STAMINA : 7

CAF. : 40 / 60 With the **Lesser fighting sword**

CDF : 15 (Unarmored)/ 27 Leather hauberk and Coif

CAP : 14

ATTACK / DAMAGE / CAP COST

LESSER / 2 Dc6 +3 / 6 CAP

FIGHTING

SWORD

MENTAL DEFENSE ROLL VS SORCERY : 7

MENTAL DEFENSE ROLL VS ELEMENTAL

MAGIC : 7

Pavel has a **Lesser Fighting Sword** in his possession at all times.

ELENA GRIGOREVNA MALEN'KOV (MED-VEDEV)

ZHULIK OF THE 3rd RANK

LIFE POINTS : 31

STRENGTH : 7

AGILITY : 8

STAMINA : 8

CAF : 5

CDF : 5 (Unarmored)/ 15 Leather hauberk and Coif

CAP : 9

ATTACK / DAMAGE / CAP COST

SABRE / 1 Dc10 / 6 CAP

MENTAL DEFENSE ROLL VS SORCERY : 11

MENTAL DEFENSE ROLL VS ELEMENTAL

MAGIC : 11

[35] ABODE OF THE CHIEFTAIN'S CHIEF WAR ADVISOR :

GROND

BOGATYR' OF THE 8th RANK

LIFE POINTS : 94

STRENGTH : 14

AGILITY : 10

STAMINA : 10

CAF : 40 / 50 ON HORSEBACK

CDF : 28 (Unarmored)/ 103 Mail hauberk, Coif, Shield, Metal strap on breast plate, Metal armguards, Metal grieves and Conical helmet with nasal, cheek and nape guard

CDF ON HORSE BACK : 48 (Unarmored)/ 123

When armored as listed

CAP : 17

FOOTSPEED : As per an Agility score of 10 on the footspeed table

ATTACK / DAMAGE / CAP COST

BROAD SWORD / 1 Dc 10 / 6 CAP

MENTAL DEFENSE ROLL VS SORCERY : 12

MENTAL DEFENSE ROLL VS ELEMENTAL

MAGIC : 12

[36-71] PEASANT'S HOUSES : FOR THE ARBITRATOR TO DESIGN

Each peasant house will have 2 Dc6 inhabitants. the house will always be furnished in accordance with status 3 in every regard. Peasants may be controlled by either landowners, such as the Chieftain, or the Boyar and will be required to do various jobs, in return for a meager wage and food allotment. Ar-

bitrators can look up the name table to find names for the Peasant inhabitants. Males will usually be farm workers and females will be required to make cloth for their master. The Arbitrator should feel free to include whatever is deemed necessary in order to add spice and flavor into the game.

[72] **LODGINGS HOUSE** :FOR THE ARBITRATOR TO DESIGN.

[73] **SMITHY** :FOR THE ARBITRATOR TO DESIGN.

[74] **BOYAR'S PERSONAL HORSE STUD MANAGER**:

MAXIM PYOTRIVICH ZHDANOV
BOGATYR' OF THE 3rd RANK

LIFE POINTS : 31

STRENGTH : 13

AGILITY : 8

STAMINA : 6

CAF : 30 / 40 ON HORSE BACK

CDF : ON FOOT 15 : (Unarmored) / 90 Mail
hauberk, Coif, Shield, Metal strap on breast
plate, Metal armguards and grieves, Conical
helmet with nasal, cheek and nape guard

ON HORSE BACK : 35 (Unarmored)/
110 When armored as listed.

CAP : 11

FOOTSPEED : As per 8 Agility on the footspeed
table

ATTACK / DAMAGE / CAP COST

BATTLE AXE / 2 Dc6 +4 / 7 CAP

MENTAL DEFENSE ROLL VS SORCERY : 10

MENTAL DEFENSE ROLL VS ELEMENTAL
MAGIC : 10

[75] **LODGINGS HOUSE** :FOR THE ARBITRATOR TO DESIGN.

[76] **WEAPON COMBAT TRAINER** :FOR THE ARBITRATOR TO DESIGN.

[77] **HUNTSMAN** :FOR THE ARBITRATOR TO DESIGN.

[78] **HUNTSMAN** :FOR THE ARBITRATOR TO DESIGN.

[79] **TRAPPER** :FOR THE ARBITRATOR TO DESIGN.

[80] **TRAPPER** :FOR THE ARBITRATOR TO DESIGN.

[81] **FREEMAN LANDOWNER'S ABODE** :
FOR THE ARBITRATOR TO DESIGN.

[82] **FREEMAN LANDOWNER'S ABODE** :
FOR THE ARBITRATOR TO DESIGN.

[83] **CANOE AND BARGE BUILDER** :FOR THE ARBITRATOR TO DESIGN.

[84] **COAL AND PEAT STORE** :FOR THE ARBITRATOR TO DESIGN.

[85] **MERCHANTS WAREHOUSE** :FOR THE ARBITRATOR TO DESIGN.

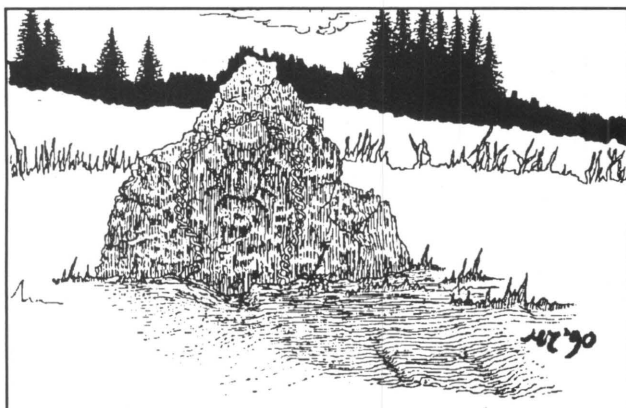
THE MOUND OF THE SERPENT

ARBITRATOR'S NOTES

The mound was the site of an epic battle between a huge Giant and an extremely venerable Serpent of Perun many hundreds of years ago. After the Dragon was smitten by the Giants lengthy sword in mid air, it plunged down headfirst into a peat bog and became partially buried. The Giant piled a cairn of boulders and rocks on top of the bleeding beast so as to prevent it from ever freeing itself. The rock outcropping that adorns the top of the mound is that original cairn. Although it will not be obvious to any of the players immediately, the subterranean catacomb

through which they will soon be adventuring is shaped in the form of a Dragon and will be all that remains of the Dragon which perished in the deep dark past. The walls of the various caverns follow the contours of the Dragons original form and the creatures ribs and other bones may still be seen imbedded in the walls. The Serpent of Perun was carrying young in it's rear pouch when it met it's demise and due to starvation, the winglings all supped on the corpse of their deceased mother and eventually flew away out into the surrounding landscape through the tunnels that they bored in their vain attempt to escape.

[1] THE STANDING STONE : Although it will



not be known to the players, the standing stone was and is the bearer of the Demonic pact which originally bound the Demon Nafshchagar' to the region, by Finns knowledgeable in mystic arts lost to others. The stone is made of extremely tough granite, a portion of the great funeral cairn just to the left of the monolith. The face of the stone is engraved with a perimeter of two intertwined serpents, which encircle a hammer pitted outline of a circle with numerous lines etched into the rock and shooting off in various directions. It would seem that the adventurers have not been the first to come upon this area over the past few days. The hacked remains of briars lie scattered every where on the moist black soil in a 10 meter radius from the stone. Upon inspection, the adventurers will also be able to discern that the stone will appear to have been brushed upon by some furry animal. Matted balls of fur rubbings may be found all

over the ground nearby amongst the shattered thorny briars.

Additionally, the surrounds will appear to have been blackened by some kind of spontaneous fire.

The stone is the medium upon which the pact was consecrated and the briars were an insurance policy against any attempt by Nafshchagar' to break it physically and so free him from his eons of binding to the mound. The Demon Nafshchagar' for some seemingly inexplicable reason has a natural aversion to the thorns of the blackberry briar and would not ever have been capable of approaching the stone if it were not for the fact that a lightning strike during a storm about 3 weeks ago, finally exposed the stone after a stretch of 90 years in obscurity. Two Hunters saw the stone through the charred mess of destroyed bush and decided to cut their way through to get a better look at it. Subsequently, they cleared away a good 10 meters from the stone in all directions, but unfortunately they never lived to tell of their find, since the appearance of Nafshchagar' was all too brief, though extremely lethal.

The thorny stems of the briars are a powerful repellent against this Demon and it will immediately avoid coming into contact with anyone bearing a piece of the blackberry creeper. If a player is imaginative enough to wrap briars around his or her weapon, it will do double damage against Nafshchagar' when he is struck by it.

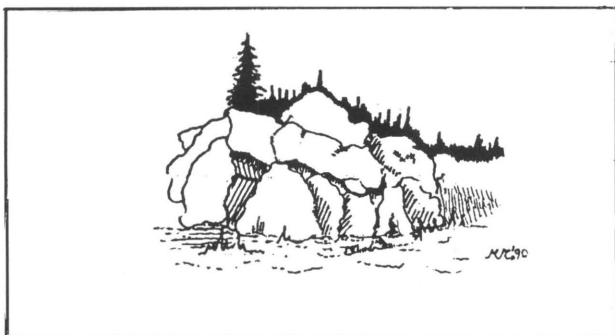
The stone is the key to controlling the Demon, although knowledge of it's name is of crucial importance. If the Demons name is pronounced whilst the player has his hand upon the monolith, he or she will have the ability to control the Demon and it will do whatsoever is asked of it.

Breaking the stone will cause Nafshchagar' to appear in front of the broken stone sections in 1-6 Desyatkas. Nafshchagar' will simply pick up these shattered remnants of the longtime pact, grin at the players, laugh hysterically and vanish in a puff of sulphuric smoke.

Nafshchagar' has been unable to walk through the floor litter of briars to get over to the stone, so that he may have a try at breaking it. Instead he has been

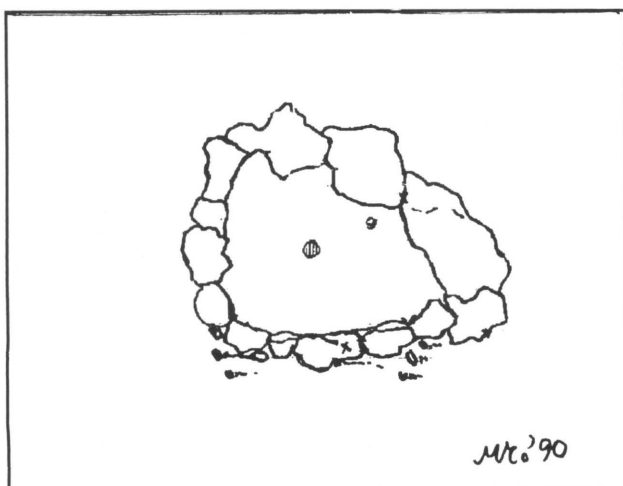
using his wings to hover above it and try to uproot the rock from the ground. At this he has been unsuccessful to date.

[2] THE CAIRN OF THE SERPENT : The



great cairn placed upon the back of the half-sunken dying dragon in ages long past is composed totally of granite and it is roughly 15-20 metres away from the base of the standing stone. If scrutinized closely, there will be a 1 in 6 chance for each player per 10 minutes spent searching to find the rock that will give them access to the internal gallery of the great cairn. The rock is quite heavy and it will require players with a combined *Strength* score of 30 to shift it.

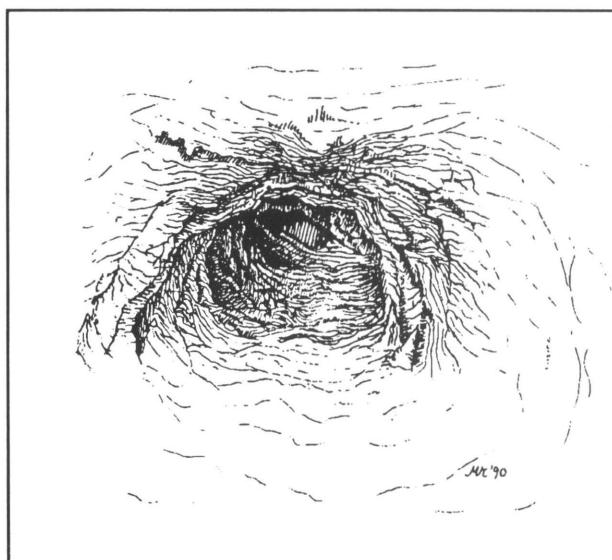
[3] INSIDE THE CAIRN : Having removed the



only obstacle to the entrance into the cairn, the players will now see the interior of it, somewhat dimly lit by light filtering down through numerous cracks that stud the outcropping.

If a player decides to light a reed torch or employ the Sorcery of *Light* it will be quite easy to see that the interior of the cairn is encrusted with lichens and mosses, as well as long glistening streaks of water that run down and wet the earth at the base of the rocks. The whole place smells quite stale and it would appear that no one could have ever have walked through here, since there are no traces of tracks whatsoever. Some long decayed rib bones may be perceived protruding from the earth at one place.

In the centre of the cairn's cavern like interior is a worm eaten rotting board of planks, similar to a shield at first glance. If the boards are lifted it will reveal a shaft going down some 20 meters. A decaying rope hangs limply downwards to the very bottom, from a rusting iron peg which is driven deeply into the rock. If any player is foolhardy enough to try climbing down via the rope there will need to be a roll on 1 Dc6 for every 10 meters that he or she descends. On a roll of 1, 2 or 3, the rope has snapped and the character will take damage as per the falling damage table. Fresh



rope will entail no risk, but it must be anchored around a rock. A Zhulik, or any other character for that matter, may attempt to climb down the rock walls of the shaft, but they are extremely slippery, due to the impregnation of slimy water that coats the rock surface.

[4] **THE SMALL CAVERN :** This modestly sized cavern is about 3 meters high and roughly 3 meters wide, tapering out to 6 meters at the farthest end of it. The western wall section of it seems to have suffered from a cave in recent times and portions of debris may be seen strewn about the floor area. If the adventurers have been mouthing off in Mikhailov about their intention to explore the mound, then there will be 1-6 armored Goblins present (See the Large Cavern for their statistics) and all of them will be hiding behind the caved in section. They will attack any character who attempts to venture past the cave in. If the party has been guarded about their movements, they will not encounter the Goblins here at all. A tunnel, of circular form, continues off into the darkness bending off slightly to the east and then westward in a type of S shape.

The walls of this portion of the tunnel section glisten with trickling water. As the players round the westward bend they will notice some sounds emanating from ahead.

This is actually the head and neck section of the long dead Dragon. If players are utilizing a light source, there is a 1 on a 1 Dc6 chance that it will be spotted by those moving about inside the large cavern. If not, then it will be possible for the characters to make out a fairly intense light source up ahead.

If the party of adventurers is spotted, then one of the 4 Goblins working in the large cavern will grab a large wooden spear which leans against the wall nearest him and raise the alarm. The other Goblins will scurry about trying to find their weapons.

[5] **THE LARGE CAVERN :** The bulk of this cavern is well lit by the light of a fire dancing about atop a small mound in the centre of the room. The pine wood stoked fire is being used to smelt galena to extract its load of lead and the ore is borne within a large earthen crucible which rides the flames. Right next to the fire will be a man (Yoori Grigorovich), who is partially bald and has a lengthy grey straggly beard. If the adventurers have managed to catch them unaware, he will be standing there in company with a Goblin and stirring the galena ore with a large

wooden staff. The Goblin will be scooping out liquified lead with a largish pinewood spoon.

At the far end of the cavern will be a large 4 meter tall beast resembling an upright pig, but with a great hulkish humanoid body. Large black feathered wings will be seen folded down neatly over it's back. The unwholesome beast is carting a woven grass basket over each shoulder and seems to be walking in a southerly direction towards the position of the characters. Around it's waste hangs a great hand sickle slung from a red waist sash. The floor of the cavern is covered with a thick matting of wheat and oat sheaves. To the right of Yoori will be a large stone bench, which sports a number of metal, earthen and glass jars, as well a numerous herbs, berries seeds and nuts which have been arranged in a jumbled fashion all over it's top. Additionally there will be a number of wax tablets stacked around in piles 4 high. A number of braziers made of various metals may be seen there also. A group of 3 Goblins will be seen threshing the bundles of wheat and oats with large wooden staff-like sticks.

If the characters charge Yoori and the Goblin, Yoori will try to dart for the table, where his sabre lies and start uttering some fevered incantation, whilst the Goblin will stand there with his ladle dipped in the crucible. Any character with 8 or more *Agility* will be able to reach Yoori before he has a chance to reach his sabre. The Goblin will try to throw a scoop of molten lead in the face of the character and thereafter will attack with the large spoon, using it as though it were a staff. If any character is successfully struck by the lead, he or she will sustain 1-6 +2 Life Points damage and be blinded for 1-6 Desyatkas and the Goblin will start to lay into the character with the spoon.

The large winged beast will appear aroused by the utterances of the bearded man.

The other Goblins to the rear of the cavern will look in the direction of this action and prepare to move off into the foray in the next Desyatka.

If the party is known to have been coming to the Mound of the Serpent, the scenario will be completely different; more lethal.

Firstly, there will be a Goblin or Goblins fully armored and waiting in the small cavern which the party descended into, as mentioned.

Secondly, Sulouki will have come to the mound through his secret underground passage and will be armored and ready, but waiting beneath the secret door in No 6 The Granary.

Svetlana Grigorevna will be hiding inside No 10 The Room of Keeping, with a battle axe and possibly a Goblin if one is available. Yoori Grigorivich will be concealed in No 8, beneath the secret door with a dagger in each hand. Alla Viktorevna will be hiding in the treasury / stables ready to summon up some beasts with her sorcery *Invocation of the Minor Beasts*. Only Nafshchagar' will be visible in the centre of the cavern. He has been ordered to slay the intruders the moment they try to break out into the main cavern area.

If Nafshchagar' is slain, the Sorcerers will open up first with their *Fascination* sorceries once their prepicked targets are within 10 meters. Characters will need to make a Mental Defense roll vs Sorcery to avoid the affects of the *Fascination*. Alla will already have summoned something up and be ready to send them forth. If they prove to be uncontrollable she will vault out of the secret door and run off down the serpents tail. After employing the Sorceries, the Kolduns will engage in combat with their weaponry. In piles at the rear of the cavern, beneath the trampled layers of hay and mulch, may be found numerous boards. If these are opened, numerous underground tunnels will be found shooting off to only god knows where. If they are closely inspected, they will be found to contain wheat crops which are grown by Nafshchagar' and reaped daily. There are literally hundreds of these tunnels and many of them are under crops also. Anyone using torches when going down these holes has a very real chance of starting a fire there and being burned to death in the following few minutes of the fast travelling inferno. Two tunnels seem to be well used. If they are entered and followed along, they will come up inside the house of either Sulouki or Pavel and Elena. There is a 90% chance that anyone going down the disused tunnels will become lost. For

every 10 minutes spent crawling about in these tunnels there is a 1 in 6 chance of falling down a vertically descending hole of 1-100 meters. These disused passageways present the Arbitrator with a great chance to apply the newly acquired design skills, by giving them an opportunity to expand upon and develop the tunnels into a much wider and comprehensive adventure. These are all the product of the ancient Dragons hatchlings which ate their mother when they became needy of adequate sustenance and then burrowed their way out from beneath the ground.

YOORI GRIGORIVICH MEDVEDEV

KOLDUN OF THE 4th POWER GRADING

LIFE POINTS : 42

STRENGTH : 6

AGILITY : 7

STAMINA : 9

CAF : 10

CDF : 10 (Unarmored) : 54 With full face helm,
Coif, Mail corslet and Shield

CAP : 8

FOOTSPEED : As per 7 Agility on the footspeed
table

ATTACK / DAMAGE / CAP COST

DAGGER / 1 Dc6 / 4 CAP

MENTAL DEFENSE ROLL VS SORCERY : 14

MENTAL DEFENSE ROLL VS ELEMENTAL
MAGIC : 14

POWER POINTS : 56

KNOWN SORCERIES

CIRCLE OF PROTECTION

BANISHMENT

THE FASCINATING EYE

BIND SHEATHED WEAPONS

SVETLANA GRIGOREVNA

KOLDUN OF THE 2nd POWER GRADING

LIFE POINTS : 26

STRENGTH : 8

AGILITY : 6

STAMINA : 9

CAF : 10

CDF : 5 (Unarmored) / 24 Leather corslet, Metal arm guards, Grieves and Coif

CAP : 7

FOOTSPEED : As per an Agility score of 6 on the footspeed table

ATTACK / DAMAGE / CAP COST

BATTLE AXE / 1-10 / 7 CAP

MENTAL DEFENSE ROLL VS SORCERY : 15

MENTAL DEFENSE ROLL VS ELEMENTAL

MAGIC : 15

POWER POINTS : 34

KNOWNSORCERIES

CIRCLE OF PROTECTION

BANISHMENT

FASCINATION

SLEEP CURSE

GOBLINS

No	1	2	3	4	5	6
CAP :	8	8	5	9	9	4
LP's :	13	15	15	8	13	15
STRENGTH :	9	8	9	3	7	7
AGILITY :	7	7	4	8	8	3
STAMINA :	4	7	6	5	6	8

CAF : 15

CDF : 5 (Unarmored) / 39 Leather corslet, Metal armguards, Grieves, Coif and Shield

FOOTSPEED : As per the creature's Agility score on the footspeed table

ATTACK / DAMAGE / CAP COST

STAFF / 1 Dc6 / 5 CAP

MENTAL DEFENSE VS SORCERY : 10

MENTAL DEFENSE VS ELEMENTAL

MAGIC : 10

NAFSHCHAGAR'(as per his statistics listed at the end of the adventure.)

If the players were expected by the Kolduns consult the following also

ALLA VIKTOREVNA STYKANOV(as per her statistics listed under the lodgings house)

SULOUKI THE FINN (as per his statistics listed under his own home)

If players search the bench they will find wax tablets and all but one of them are engraved in astrological symbols with footnotes in runes.

One, however, is written totally in runic script and if any player is capable of reading runes, then you should divulge to them that an attack upon Mikhailov by some Danish Mercenaries is due to take place tomorrow, not long after daybreak. The approximate number of attackers will be in the vicinity of 80. This is quite a considerable number of battle hardened troops and Mikhailov will be needing advanced warning of this perilous event.

There are two heavy silver urns. These will be found to contain mercury. A golden jar will be found beneath a pile of laurel leaves. If opened a grey colored salve of some kind will be visible.

This is **Weapon salve** and there will be as many as 9 applications inside it.

[6] THE GRANARY : This offshoot of the main cavern is only accessible via the secret door. A lengthy and rather thick trail of spilt grain leads into the room from the main cavern section. Within the confines of the walls there will be eight grain bins, filled to the brim with various types of grains. The are brought here by Nafshchagar' after threshing has been completed by the Goblins. The silos themselves are quite deep, but players will be unable to have a guess what the depth of the grain bins are. There is nothing of interest in the room.

[7] THE CRYPT : This is the crypt, so when players enter inform them of the number of bodies that lie there in wall niches; the room is quite literally full of them . Some of the bodies are in advanced states of decay, whilst others are the bones of long dead Finnish shamans. This was originally a Sorcerer's cemetery, before the Medvedevs decided to move in and call this place home.

The still rotting corpses are those of the Medvedev's mothers. Behind one of these bodies will

be found a sword held within a black scabbard. This is a *Raven sword*. Its handle will be made of tin and there are engravings of birds on the hilt of it. Players will find a total of 30 gc, 80 sc and 130 bc tucked away in various sections of the grottos.

[8] THE LIVING AREA : It is here that Yoori and Svetlana have made their home for the best part of their lives. The living area is furnished in accordance with a person of Status 7.

[9] THE ROOM OF KEEPING : It is in this putrid smelling room that the Demon Nafshchagar' has been condemned through the pact to spend his period of internment. The walls are encrusted with the smoke of eons of sulphur burning and there is also a large circle drawn in salt in the centre of this cavern. Nafshchagar' is imprisoned here of a night as the Koldun sleep.

[10] THE TREASURY : This is a real find. Here the Medvedevs piled up the fortune in gold that they were steadily acquiring from making the Vozhd' pay for the grain stocks that they have stashed in No 6. Yoori is responsible for the recent crop burnings and Pavel is the front man for the latest deal in crop sales to fill the depleting grain silos of the village granary. There is a chest here with no less than 400 gc, 803 sc and 1482 bc.

Tethered in the room are 1 mule and 2 goats. Just near the goats there will be a couple of buckets, piles of eating straw e.t.c

If any one of the adventuring group was lucky enough to find out about the impending raid upon Mikhailov, it would be most advisable if the party decided to go to back to the village and buy good armour a whole party will be capable of being armored up with this type of windfall.

The weight of the chest combined with the coins is roughly 70 kg's. This effectively means that two men carrying it will be treated as heavily laden when carting it. If the mule is used, the Arbitrator should roll it's *Strength* and then calculate the carriable weight of the beast. If the chest is going to be too heavy, then it

would be best if players siphoned off some of the extra weight and then loaded up the pack mule.

[11] THE TAIL OF THE DRAGON : This is the sturdiest escape route from the serpent and it comes out of the ground about 200 meters away from the site of the standing stone. This tunnel section is similar in appearance to the deep hole through which the party descended down into this underground complex.

AN OAT REAPER

NAME : NAFSHCHAGAR'



LIFE POINTS : 46

STRENGTH : 12

AGILITY : 10

STAMINA : 8

CAF : 50

CDF : 23

CAP : 12

FOOTSPEED : As per an Agility of 12 on the footspeed table

FLIGHTSPEED : As per the Agility score of Nafshchagar' on the footspeed

table. All distances are multiplied by 2

ATTACK / DAMAGE / CAP COST

BITE / 1-4 +3 / 4 CAP

CLAW / 1-2 +3 / 2 CAP

SICKLE / 1-10 +3 / 4 CAP

The Oat Reapers are creatures created by Satan to act as one of a number of overseers to the nameless souls condemned to reap the diseased crops of Hell's grazing pastures.

The Oat Reaper's favored mode of attack is his reaping scythe which he skillfully employs to decapitate his adversaries, just as he does the heads of oats and wheat.

If a pact is formed with this Lesser Demon, he will reap, bundle and stack a meadows worth of crops all for the price of a newborn babe.

Oat reapers have the magical ability to grow cereal crops, even in total darkness.

Nafshchagar' has been known to frequent this part of the world for some time, and it's existence here is totally dependant upon a standing stone, which has been etched with a bizarre picture. It was some Finnish sorcerers who first found out the name of the creature. The Finns however were smart enough not to call upon the thing, because it is extremely treacherous. Local legends had attributed many victims to this creature. Some of these elder Finnish Sorcerers found underground passages leading down into the mound, explored the grottos beneath and founded a secretive place, within which Sorcery could be practiced in privacy. It was within the caverns and passages of this place that these elder Sorcerers lived and died. The Merchant Medvedev befriended the local Finns and their revered Sorcerers and in time became conversant with the local legends concerning the mound. The Sorcerers were known to have made this wretched location their home, or at least until the arrival of Aleksandr, for around the time of the weird happenings, little is heard of the Finnish Sorcerers ever again. A foolhardy Sorcerer did indeed attempt the invocation of Nafshchagar', but in doing so imperilled the lives of all his brethren. Only one of these

Sorcerers managed to escape the massacre and it took him the best part of 3 months to track down Nafshchagar' and banish him back to from whence he came.

Around the time when Aleksandr captured Mikhailov, murdered Medvedev and banished his family, the local Finns found an engraved standing stone on the side of the Serpent Mound, which had been choked and strangled by thick briars. After cutting these thorny growths away, the Finns laid eyes upon an engraved stone never before discovered within the living memory of any local tribesman, but believed to have existed many many years ago. The stone incited feelings of fear amongst the Finnish folk, since they realized that the stone was somehow linked with a powerful evil presence. From that day the Finns began to shun the hill and whatever resides upon or within it. The sightings of a tall shadowy figure in the forest gave rise to many of these bear stories that circulate about the village from time to time.

The grandson of the Finnish tribal sorcerer who escaped the clutches of the Oat Reaper and eventually banished it is named Sulouki and he is an inhabitant of present day Mikhailov. Sulouki had been schooled in the arts of Sorcery by his father and after only a short time accumulated a vast knowledge of the ways and passages of the serpent mound.

Sulouki was looked upon with puzzlement by the majority of Mikhailovs citizens, for he was frequently given to wide roamings especially at night. Occasionally, he would vanish for days at a stretch around the time of the vernal equinox. Sulouki spends much of his nighttime hours inside the mound, where he hones his already fine knowledge of Sorcery. If he is under observation by any person, he will refrain from going to the mound on foot. Instead he will utilize the secret passage, which leads from beneath his living quarters and up into the interior of the mound.

The banished wives and children of Medvedev could turn to no one but the Finnish tribesman who lived in this area. The Finnish elders agreed to look after the family. The family was removed from the area by these huntsmen and taken to Rostov to where several relatives lived and during the course of the fol-

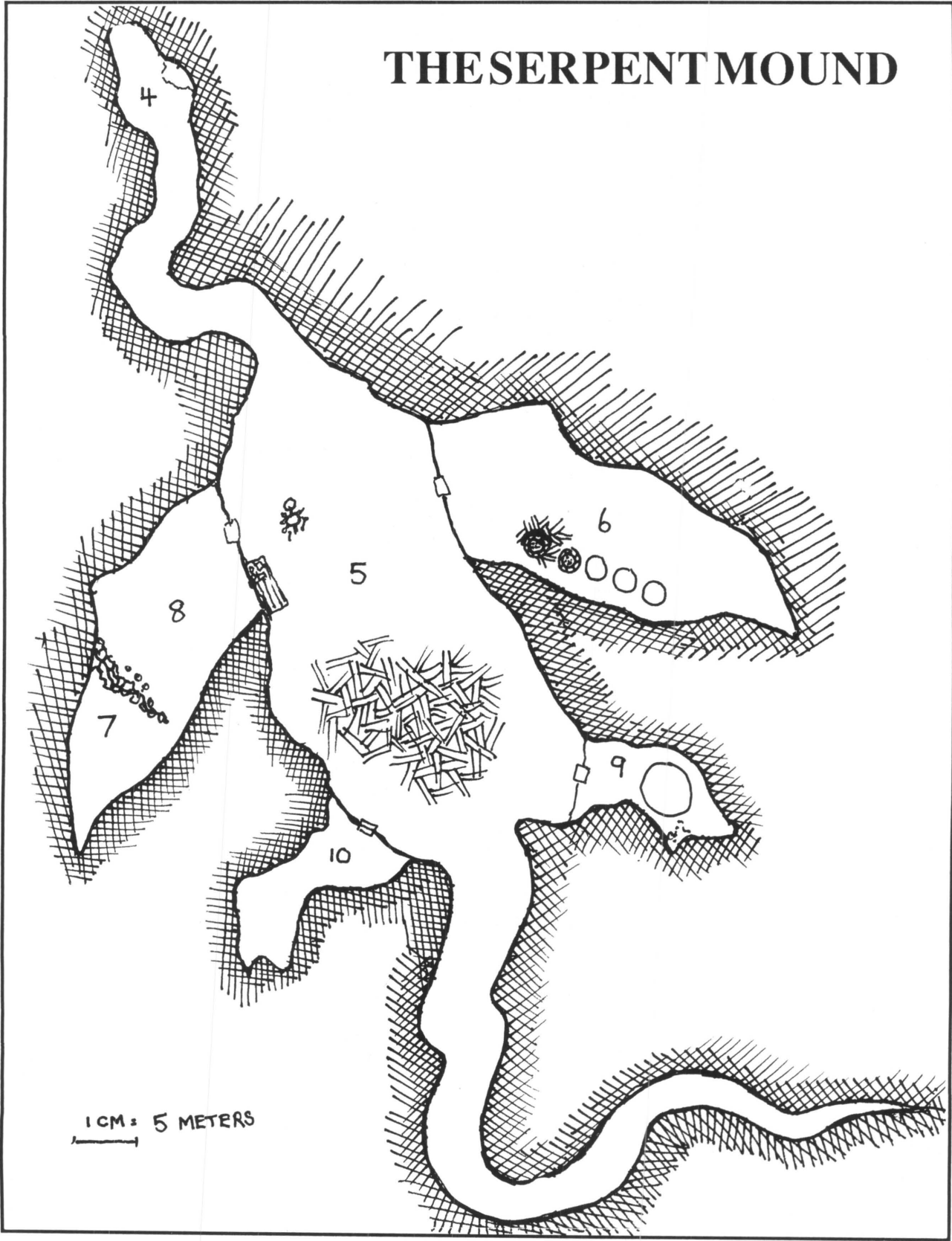
lowing fifteen years managed to accumulate enough money to make a new start.

The family eventually returned to Mikhailov in the spring of the year 980, but at this point in time, the mothers had become at least 20 years older and the 8 children had become fine young teenagers. Returning to try and locate the Finns who originally inhabited Mikhailov and it's environs, the Medvedev family was sad to learn that all but Sulouki had left the region and migrated to the far North, some of them doing so in protest against the callous method of dispossessing the well regarded family of the Medvedevs. The Medvedevs took a risky chance and decided to let some of the youngest boys enter through the gates of Mikhailov, to try and find lodgings and then make contact with Sulouki. This they did without trouble and not a soul even guessed that these two young drifters were the lost Medvedevs.

The now old to middle aged Solouki rushed out and guided the rest of the family up and into the mound of the serpent. Over the next few years, the family stayed concealed there and were supplied with food and other necessities by Sulouki. The eldest son Pavel decided to enter the village and buy a house with whatever money they had and both he and his sister Elena began living there masquerading as a couple. Pavel and Elena's other brothers and sisters remained up at the serpent mound and learned the finer points of sorceries imparted by Sulouki. The other Medvedevs stayed on at the serpent mound to carry out the burrowings which join the mound with Pavel and Sulouki's houses in Mikhailov proper and also learned the means by which they could summon Nafshchagar' if needed. This they did and was forced Nafshchagar' to use his powers of plant growth as a catalyst for the growth of oats in the many subterranean passages of the mound. Nafshchagar' was then required to cut, bundle, thresh and stack the oats and at the end of the day be contained within a huge magical circle. Nafshchagar' has been doing this for many years on a daily basis, and the Medvedevs have accumulated a massive store of grain. On the day preceding the arrival of the party of adventurers to Mikhailov, Yoori Grigorovich, the youngest of the

Medvedev boys will set fire to all fields owned by the Vozhd'

THE SERPENT MOUND



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All of the ideas utilized within this book are an amalgamation of knowledge acquired over a number of years and as such it will be virtually impossible to detail every single book that I have ever read and that proved to be useful in the design process of this game.

Whilst some of the books listed below are not directly concerned with Rus of that time period, they do provided a glimpse of life in that country which by and large changed very little over the centuries that followed. In any case, all the books mentioned here are highly recommended.

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Other RUS tm products coming soon

The RUS expansion set. (Kievan Rus)
Adventures :

The Rook of the Zhar Pitsa.
For the Burlaks daughter.
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